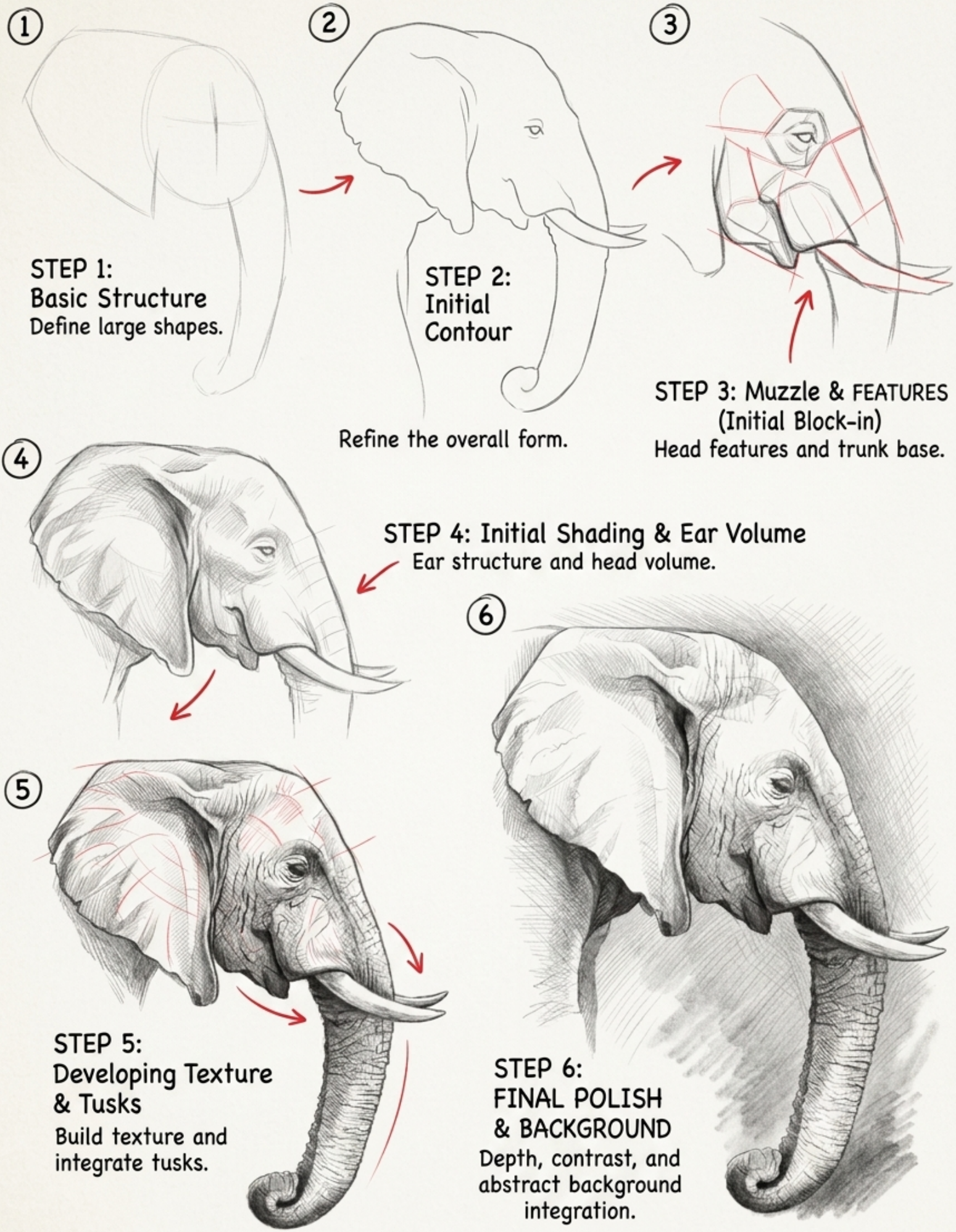
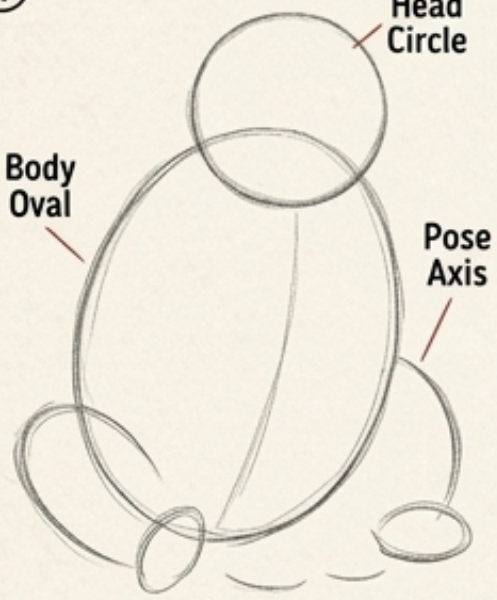
# STEP-BY-STEP ELEPHANT HEAD SKETCH



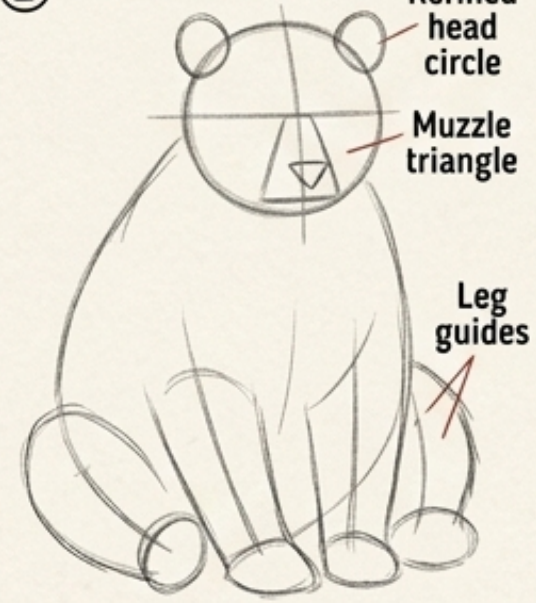
## STEP 1: BASIC FORMS & AXIS.

①



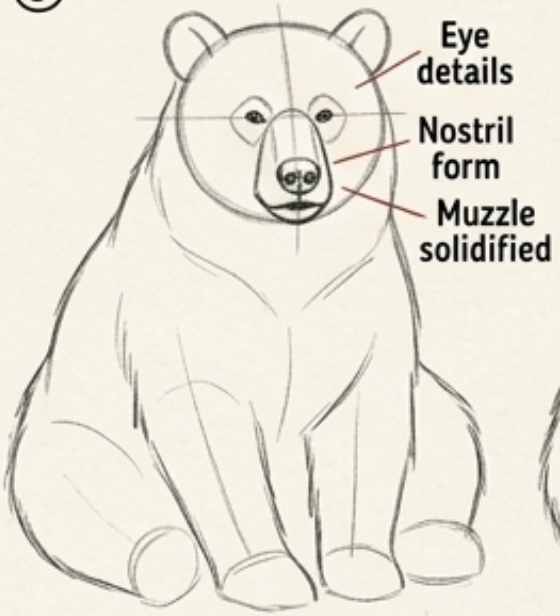

## STEP 2: BLOCKING HEAD & MUZZLE.

②




## STEP 3: DEFINING MUZZLE & FEATURES.

③

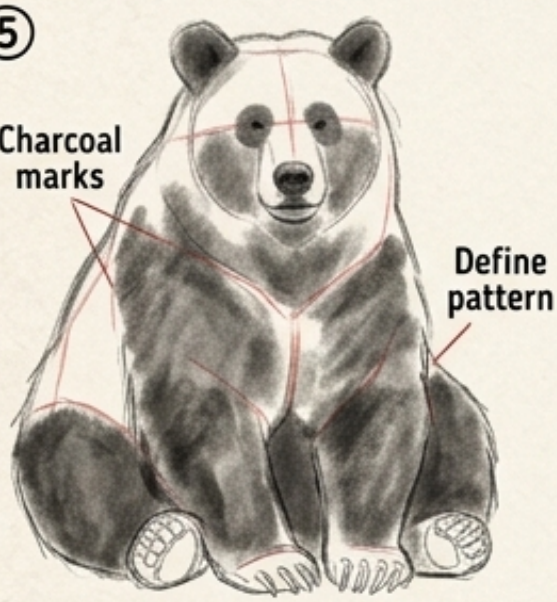



## STEP 4: SHADING MUZZLE VOLUME.

④

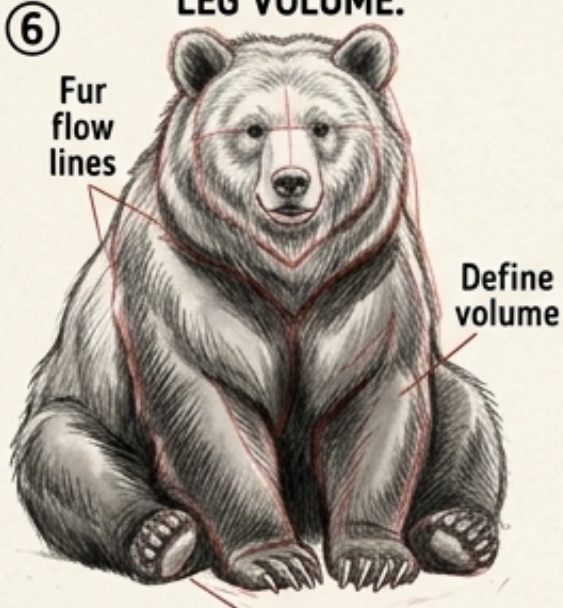
## STEP 5: ESTABLISHING MARKINGS.

⑤




## STEP 6: REFINING CHEST & LEG VOLUME.

⑥



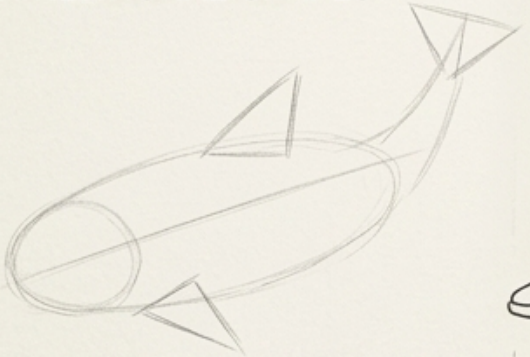

## STEP 7: DETAILED FUR TEXTURE.

⑦

## STEP 8: FINAL POLISH & BACKGROUND.

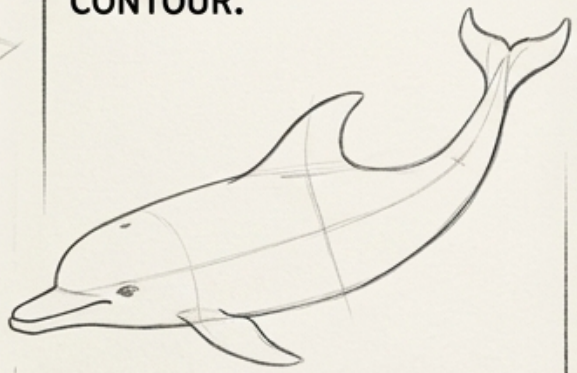
⑧

Step 1: Blocking foundational shapes.



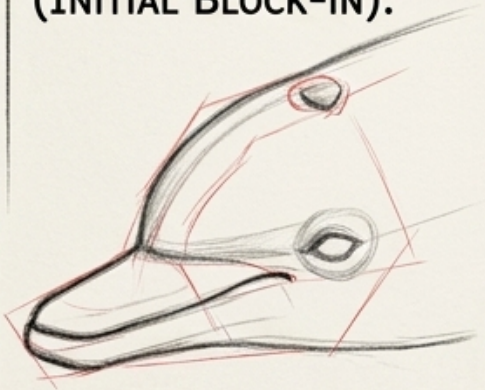
1

Step 2: Defining the contour.



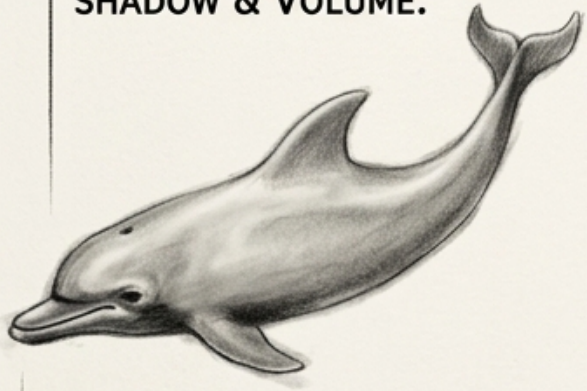
2

Step 3: Muzzle & Features (Initial Block-in).



3

Step 4: Establishing shadow & Volume.

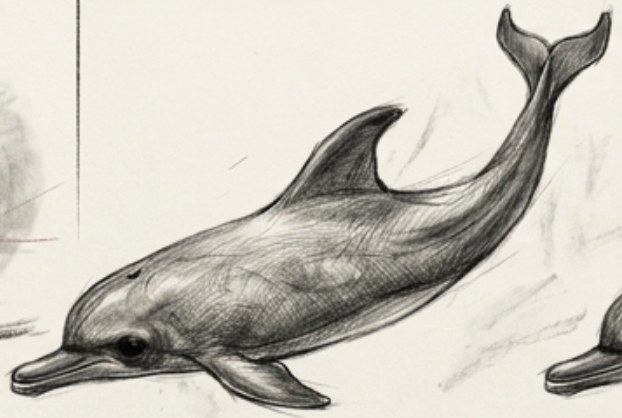


4

Step 5: Rendering the face (Detailing).

5

Step 6: Texturing & Cross-Hatching.



6

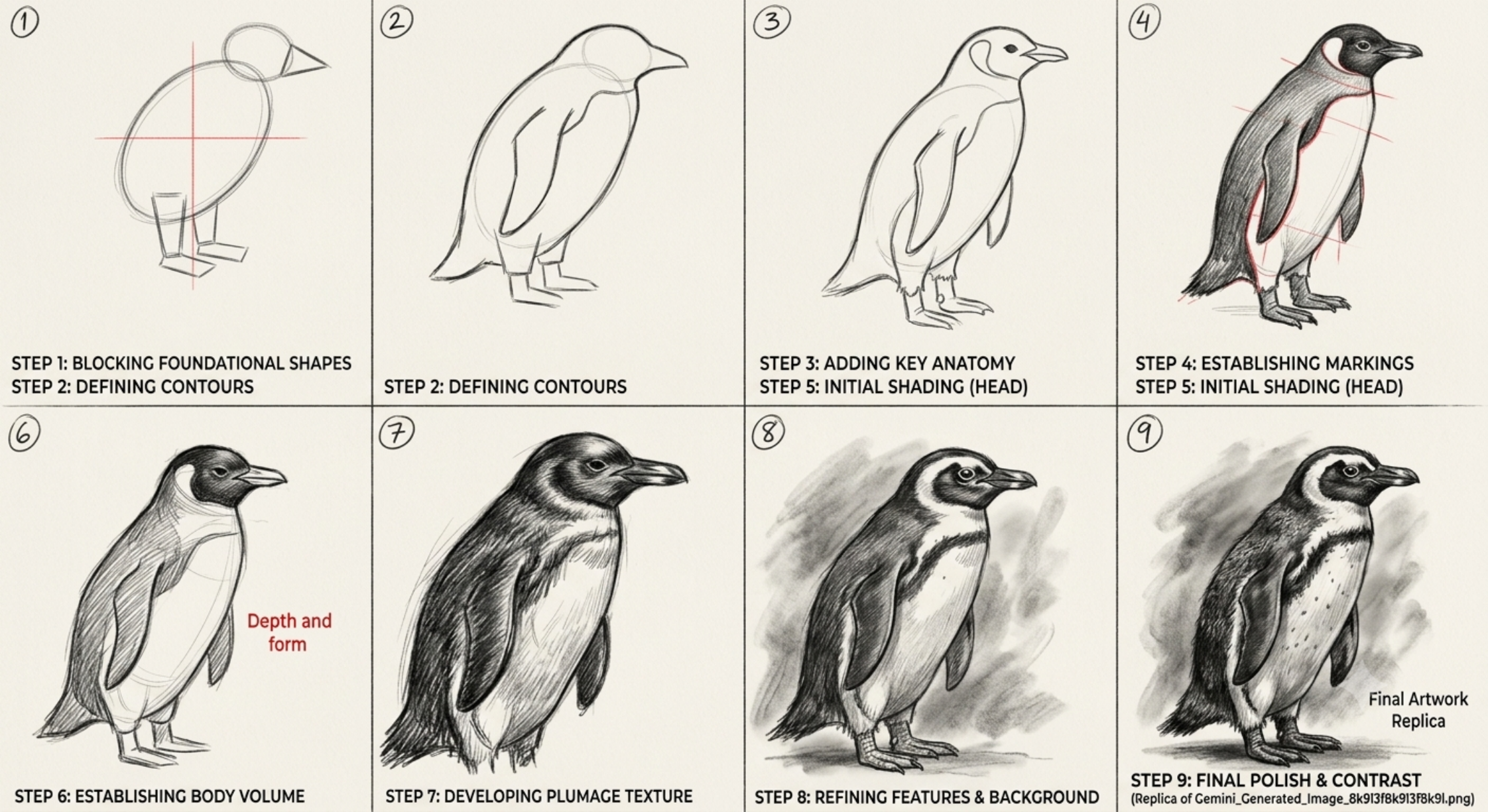
Step 7: Finishing shadows & flukes (replica of Image_88.png).

7

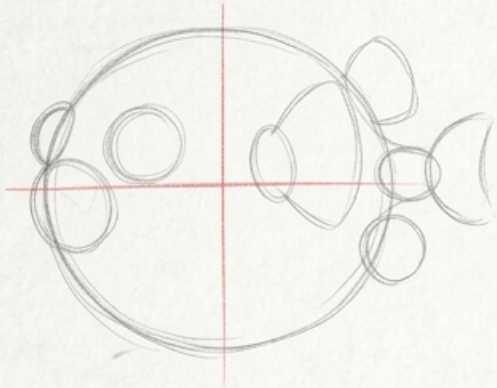
Step 8: Final background & Integration.

Replica of original:
Final Polished Drawing.

8

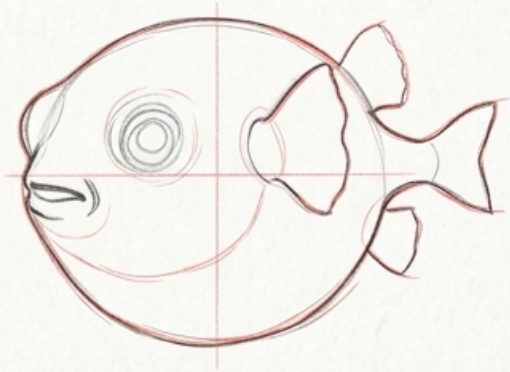

1
2
3
4
STEP 1: BLOCKING FOUNDATIONAL SHAPES
STEP 2: DEFINING CONTOURS
STEP 2: DEFINING CONTOURS
STEP 3: ADDING KEY ANATOMY
STEP 5: INITIAL SHADING (HEAD)
STEP 4: ESTABLISHING MARKINGS
STEP 5: INITIAL SHADING (HEAD)
6
7
8
9
Depth and form
Final Artwork Replica
STEP 6: ESTABLISHING BODY VOLUME
STEP 7: DEVELOPING PLUMAGE TEXTURE
STEP 8: REFINING FEATURES & BACKGROUND
STEP 9: FINAL POLISH & CONTRAST
(Replica of Gemini_Generated_Image_8k9l3f8k9l3f8k9l.png)

## ① STEP 1: Foundational Structure



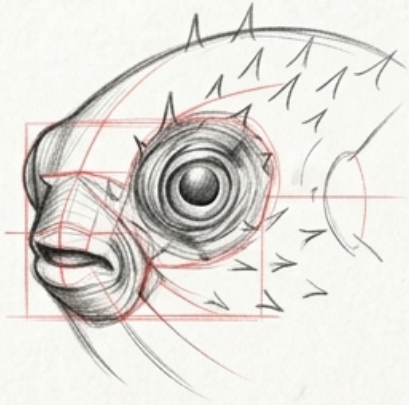
Simple construction guides.

## ② STEP 2: Defining Contour Outline



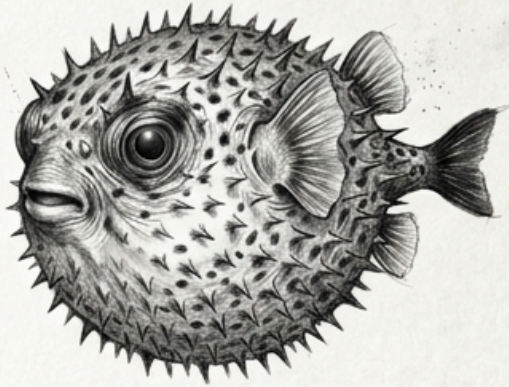
Refined body and fin contours.

## ③ STEP 3: Head and Eye Detail Construction



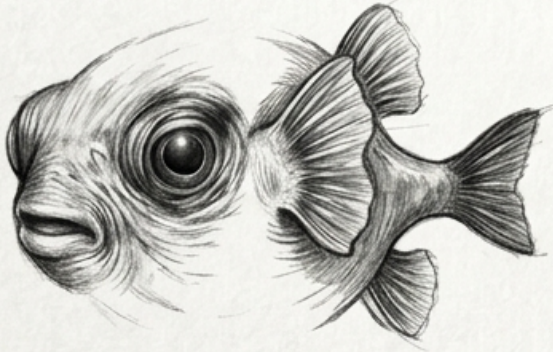
Head feature and feature placement.

## ④ STEP 4: Initial Spine Blocking & Texture (Body)



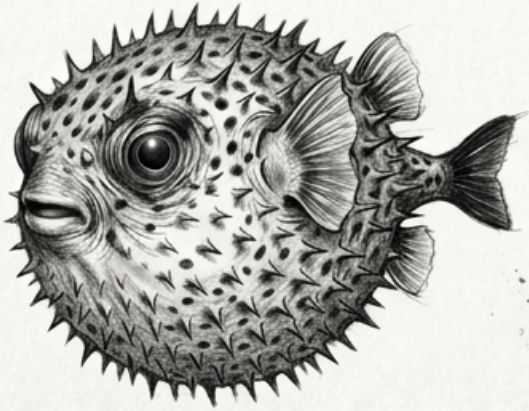
Building spine clusters and body depth.

## ⑤ STEP 5: Shading & Value (Head & Fins)



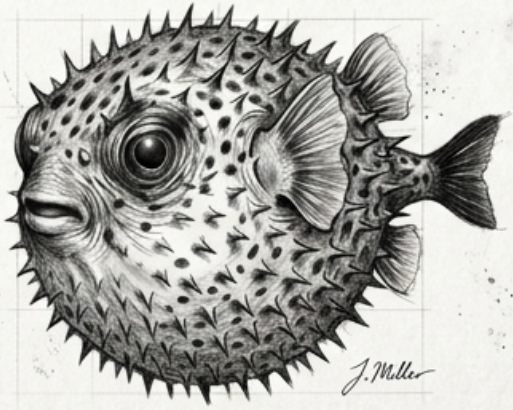
**STEP 5: Shading & Value (Head & Fins)**
Advanced fin detail and eye shading.

## ⑥ STEP 6: Texturing the Entire Spiny Body



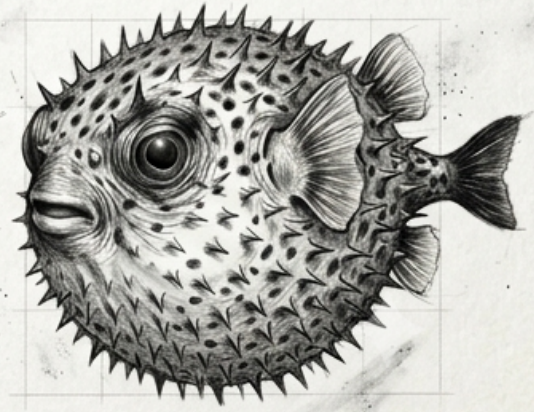
**STEP 6: Texturing the Entire Spiny Body**
Complete texture coverage and density.

## ⑦ STEP 7: Developing Shading and Contrast (Replica of <IMAGE 0>)



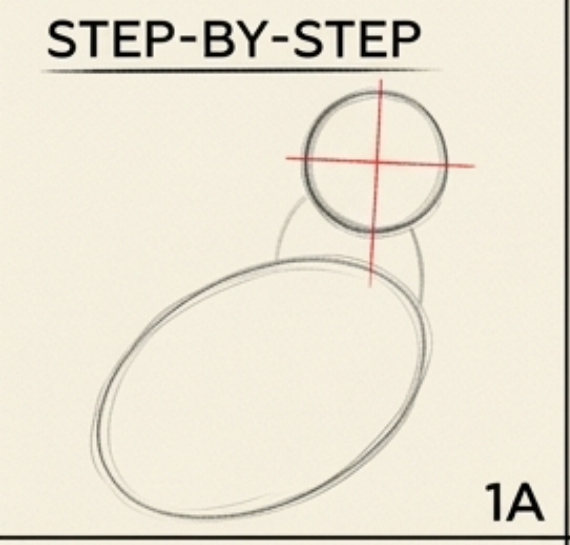

**STEP 7: Developing Shading and Contrast**
Final Polished Rendering (Replica)

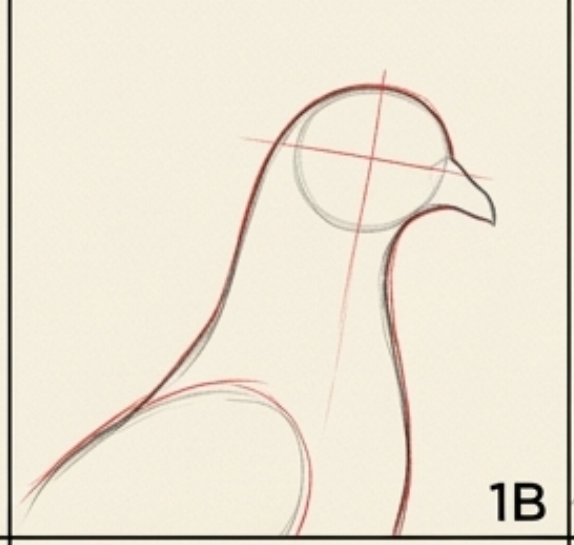
## ⑧ STEP 8: Background and Atmosphere

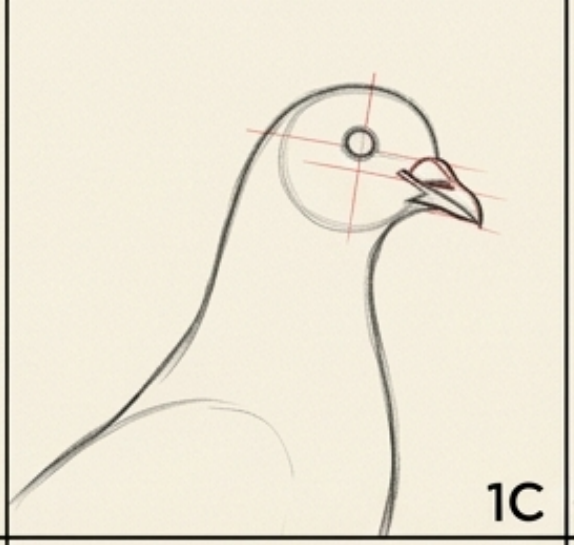


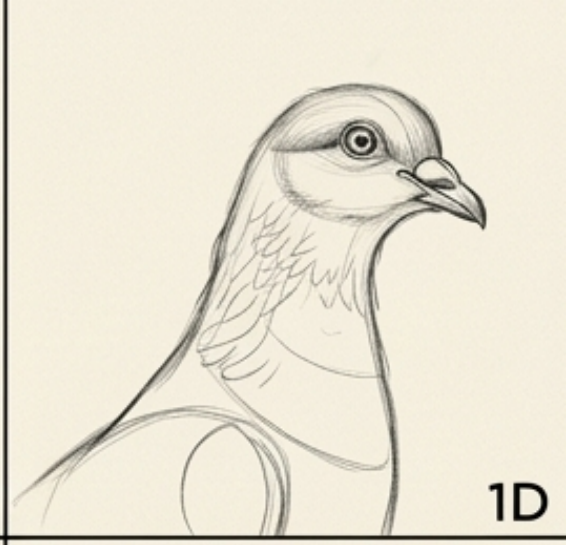
**STEP 8: Background and Atmosphere**
Integration with Sketch Environment

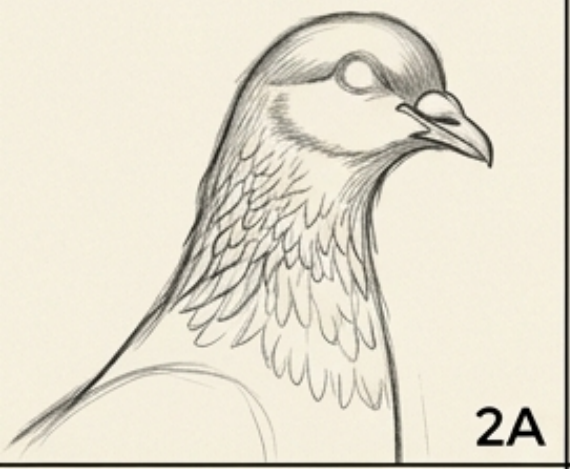
STEP-BY-STEP

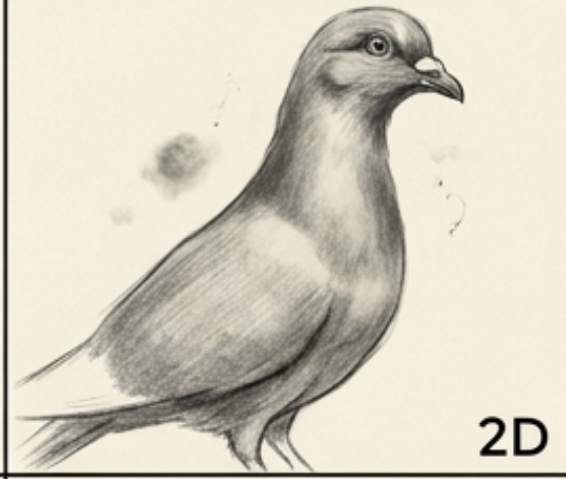


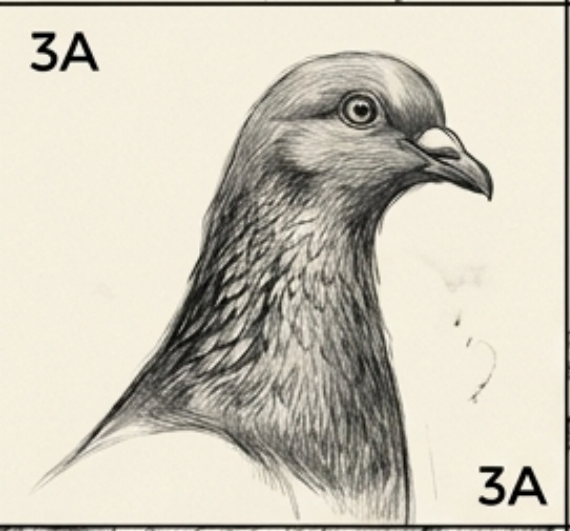



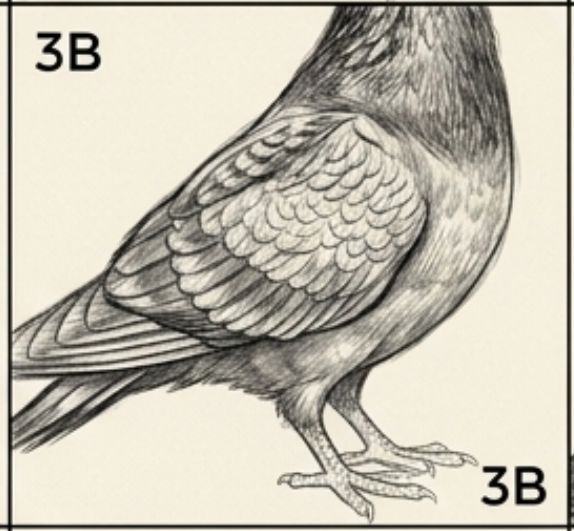



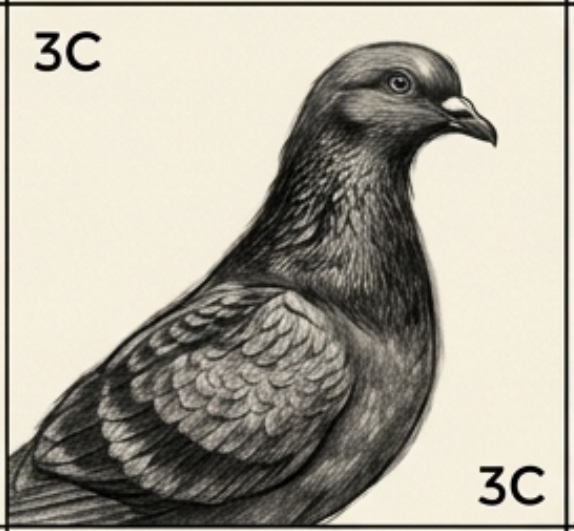



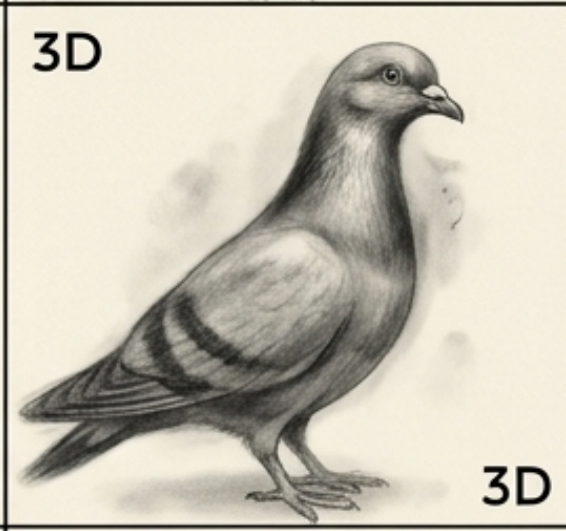



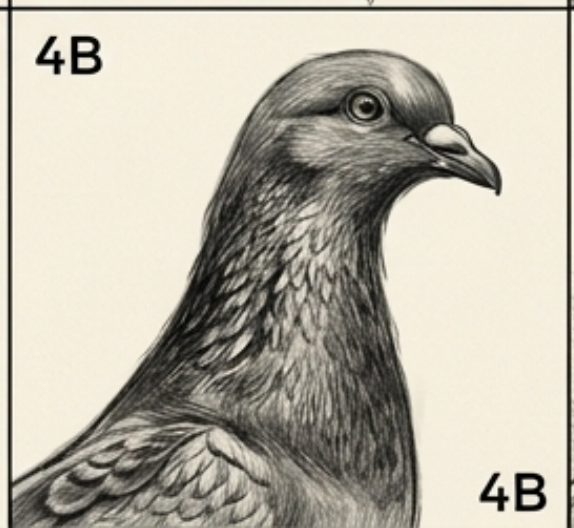


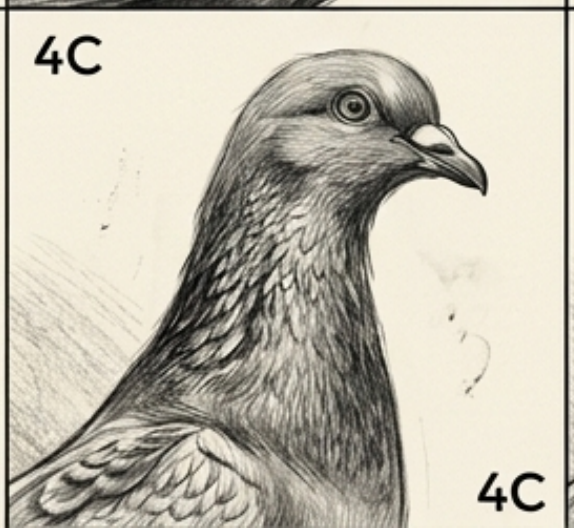



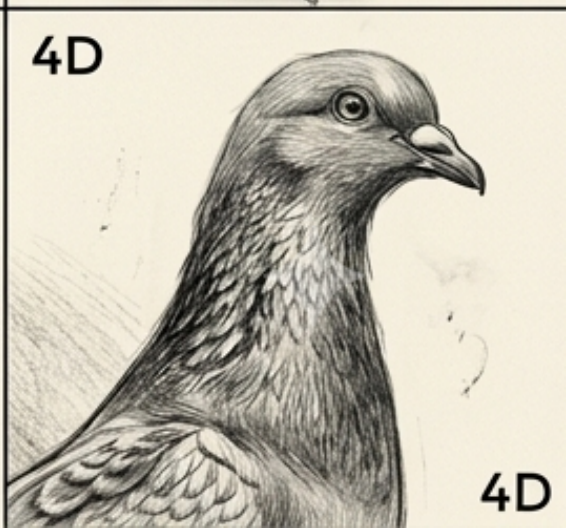



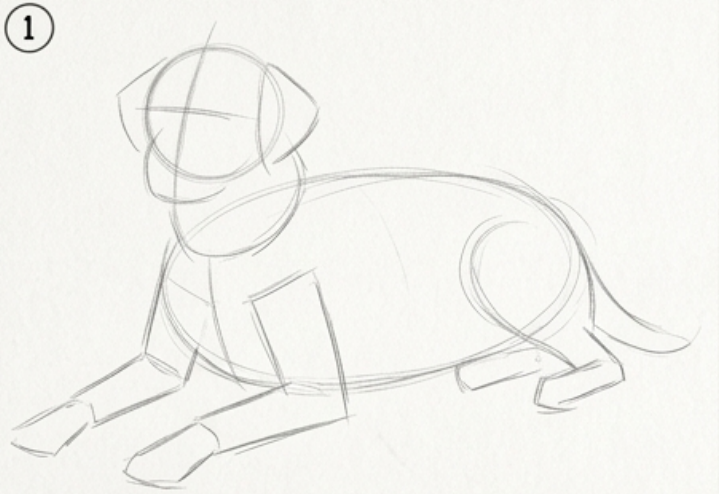



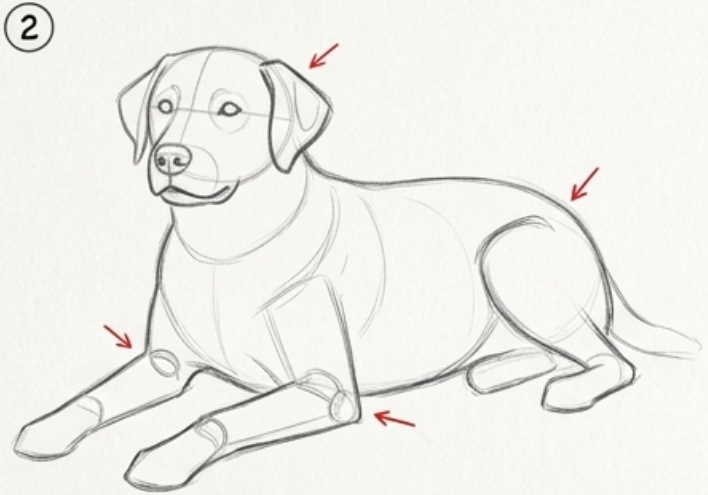


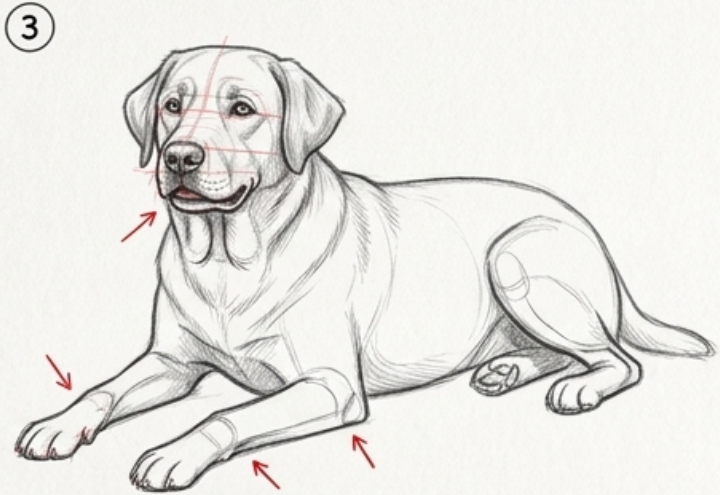






STEP 1: BLOCKING FOUNDATIONAL SHAPES

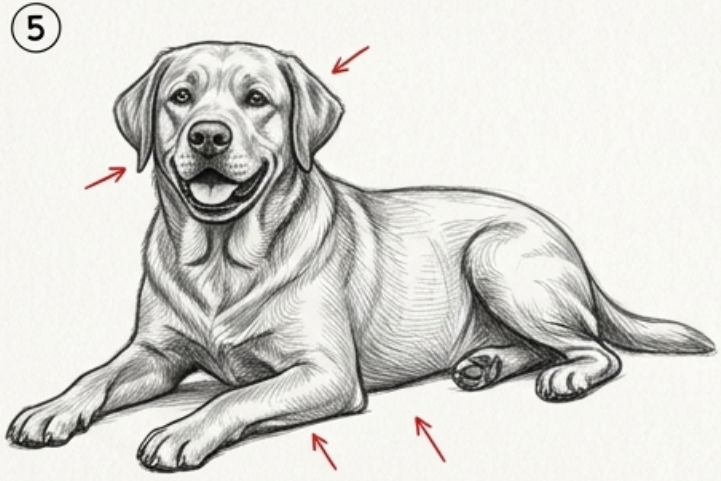



STEP 2: ADDING FEATURES & LIMB STRUCTURE



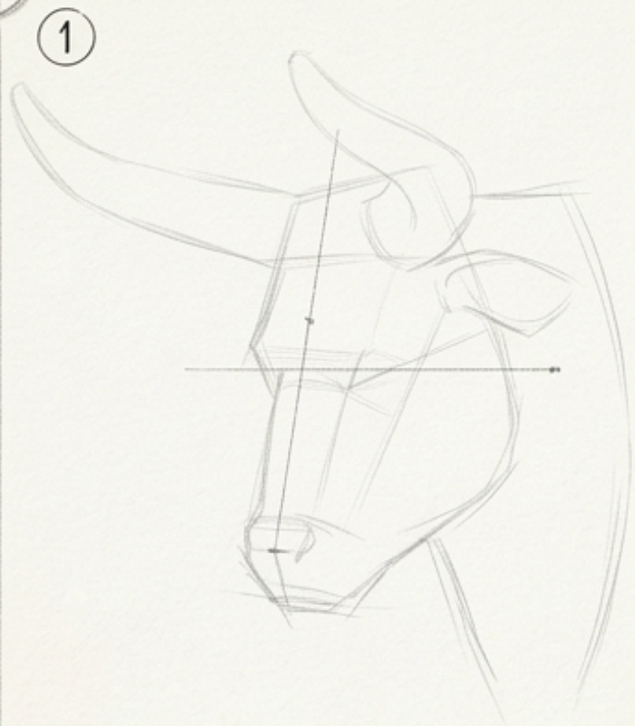

STEP 3: Muzzle & Eye Detail Placed

STEP 4: SHADING BASE & TEXTURE MAPPING




STEP 5: REFINING DETAILS & EXPRESSION

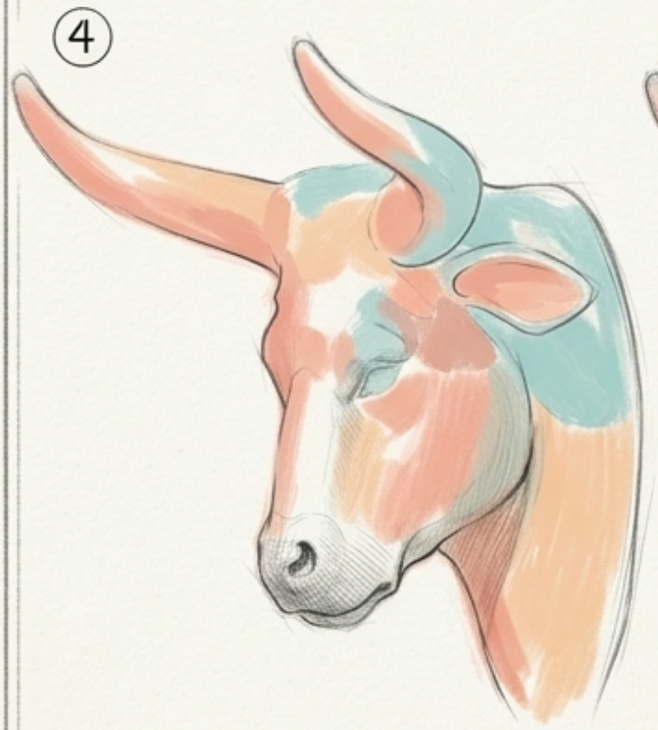
STEP 6: FINAL POLISH & RENDERING
( replica of Image_76.png)




Step 1: Blocking Foundation.

Step 2: Refining Proportions.

Step 3: Muzzle & Eye Detail.

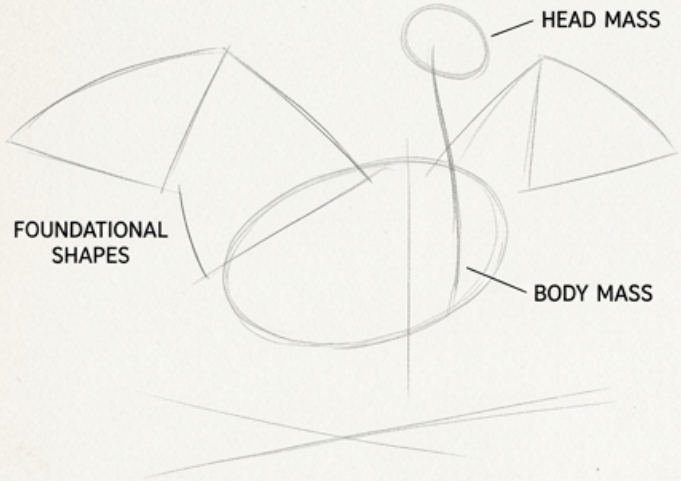



Step 4: Establishing markings.

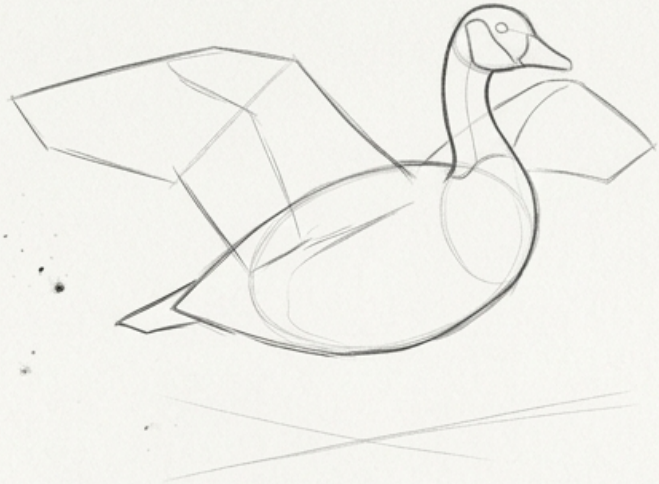
Step 5: Refining textures.

Step 6: Final polish.

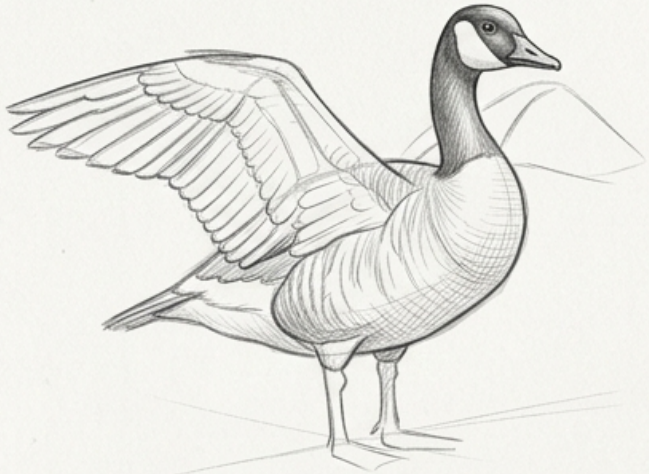
STEP 1: BLOCKING FOUNDATIONAL SHAPES




STEP 2: ADDING MASS & NECK

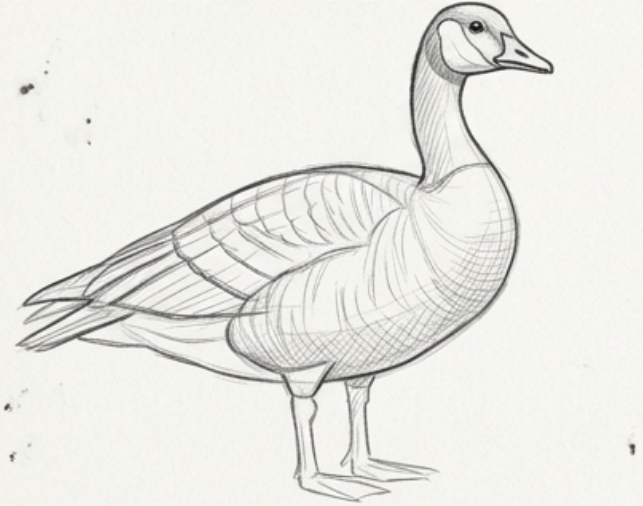


STEP 3: PLACING THE HEAD & FEATURES

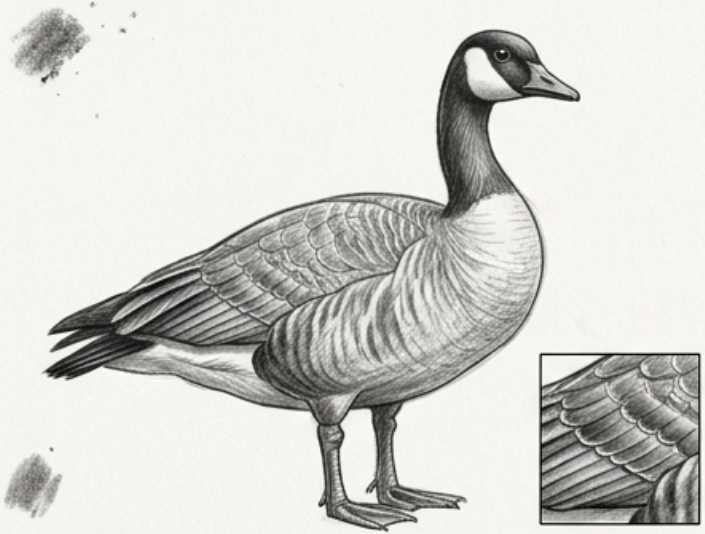


STEP 4: INITIAL BODY VALUES & PATTERNS

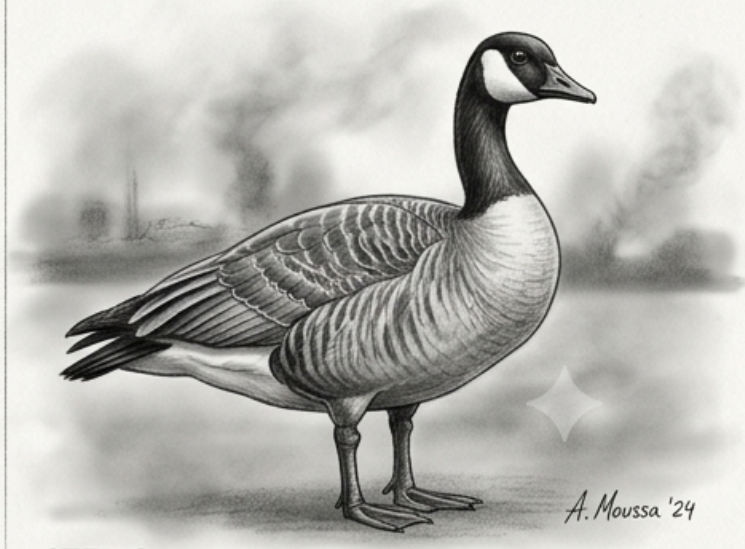
STEP 3: PLACING THE HEAD & FEATURES



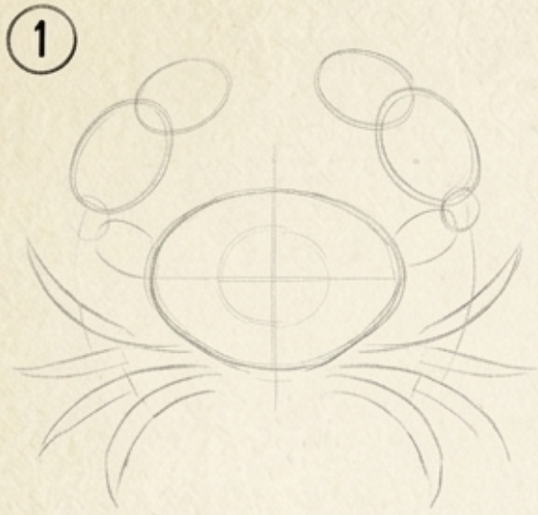
STEP 4: INITIAL BODY VALUES & PATTERNS



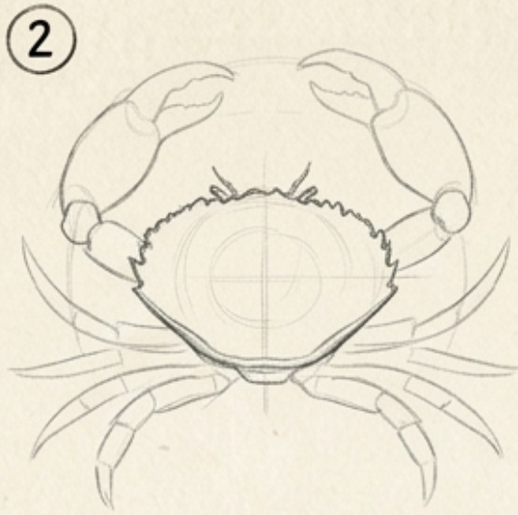
STEP 5: REFINING WING FEATHERS & TAIL



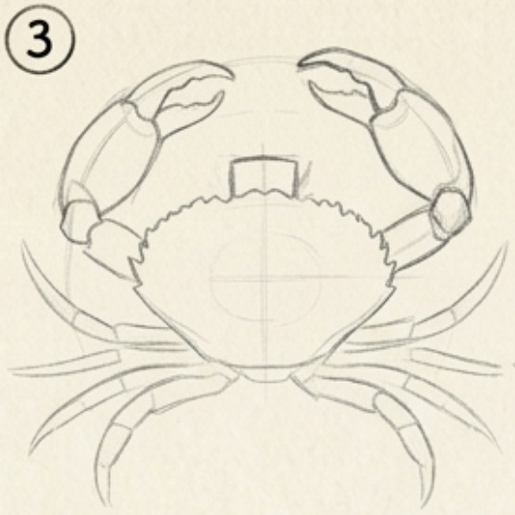

STEP 6: FINAL POLISH & BACKGROUND



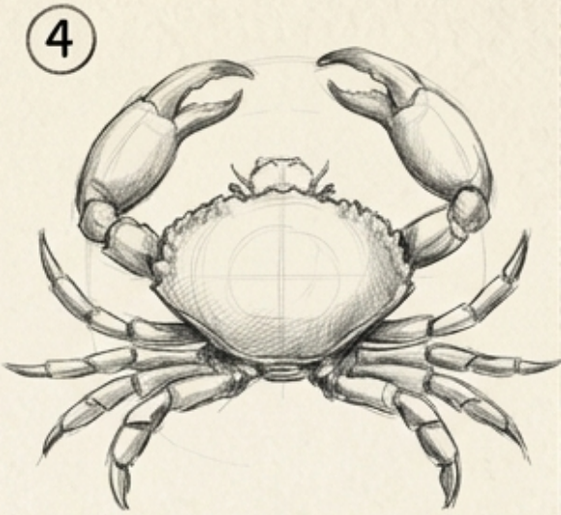
Step 1: Foundational Shapes & Axis.



Step 2: Defining the Body Outline & Claw Axis.

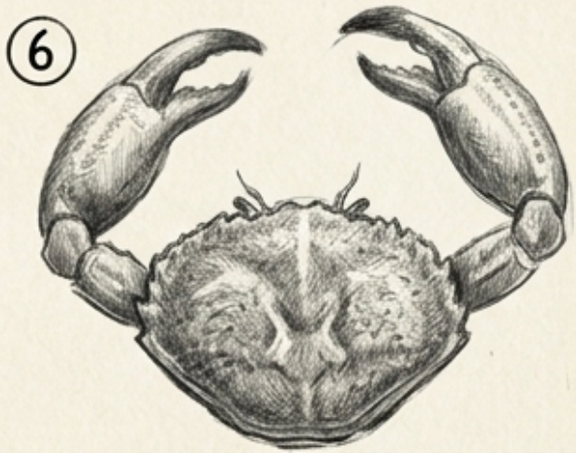


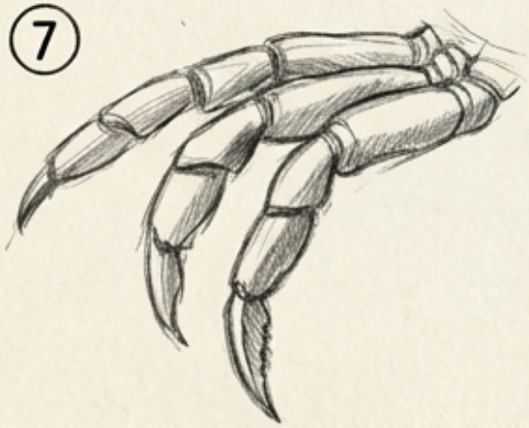
Step 3: Muzzle & Claw Construction (Initial Block-in).



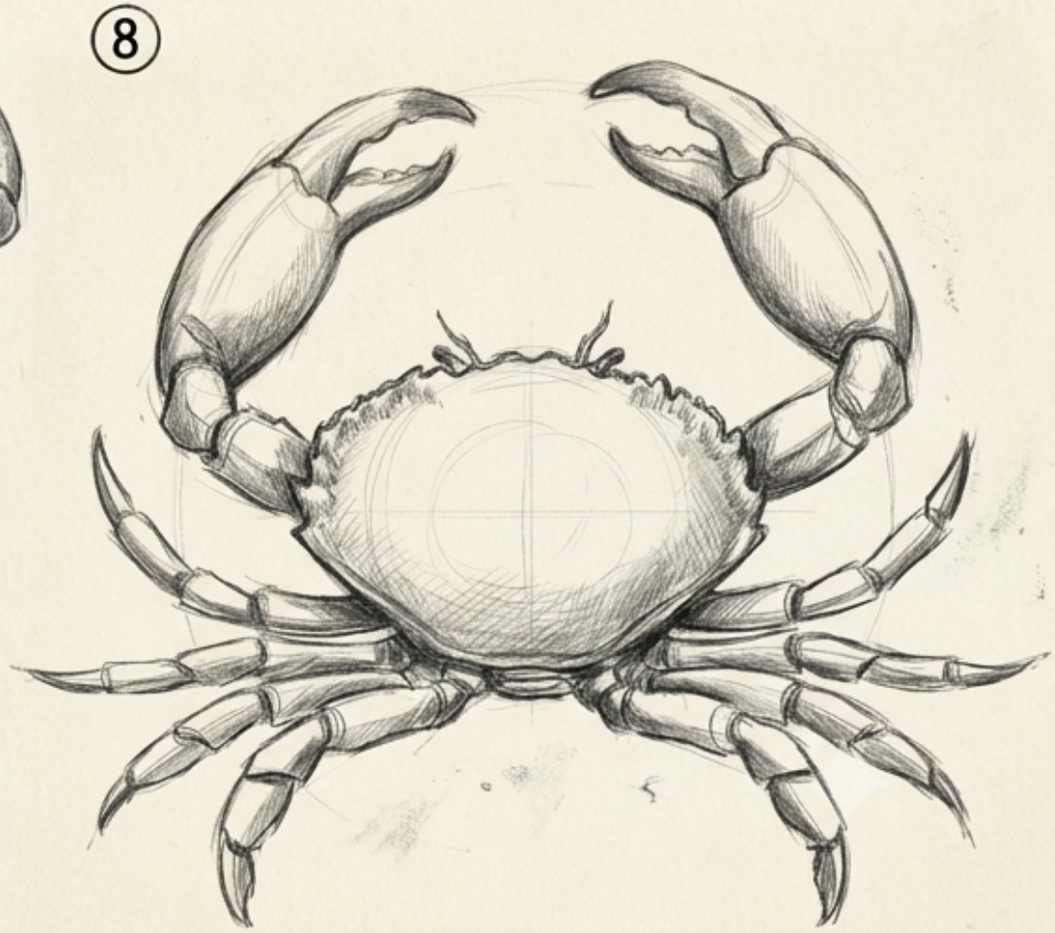
Step 4: Limb Joint Placement & Feature Structure.

Step 5: Detail of a Walking Leg (Left Side).



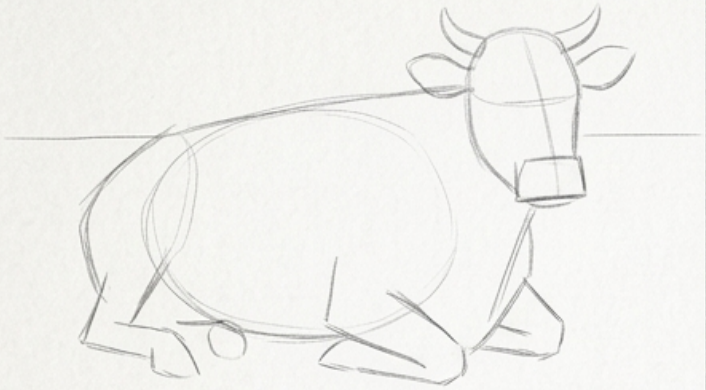


Step 7: Detailing all limbs (Final Outline).



Step 8: Final Depth and Texture (replica of Image_67.png).

STEP 1: INITIAL BLOCKING.



1

STEP 2: ADDING MASS & FEATURES.

2

STEP 3: DEFINING FORMS & TENTATIVE TEXTURE.

3

STEP 4: DEEPENING TONAL BASE.

4

STEP 5: RENDERING FACIAL DETAIL & SHAGGY TEXTURE.

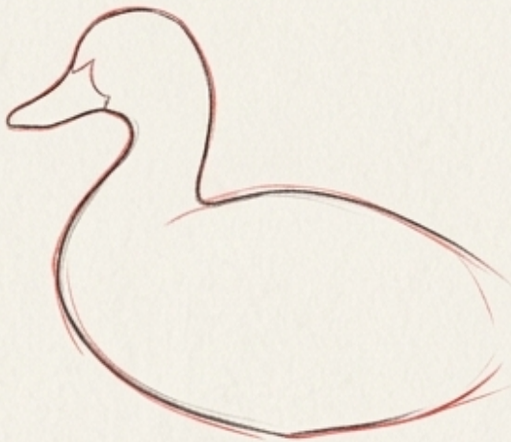
5

STEP 6: FINAL POLISH & BACKGROUND INTEGRATION.

6

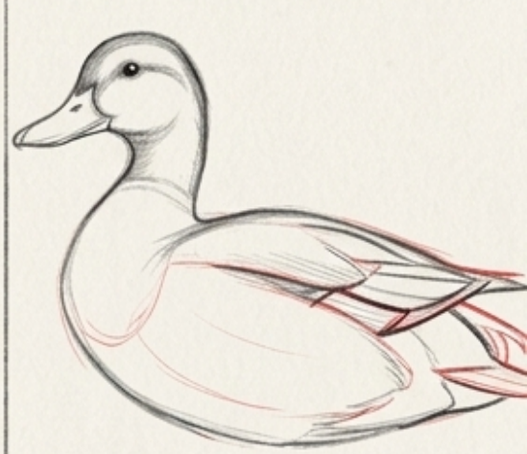
1 STEP 1: Block Foundation & Shapes.

2 STEP 2: Defining Contour Outline.



3 STEP 3: Muzzle & Neck Detail Placed.

4 STEP 4: Initial Feature Structure.



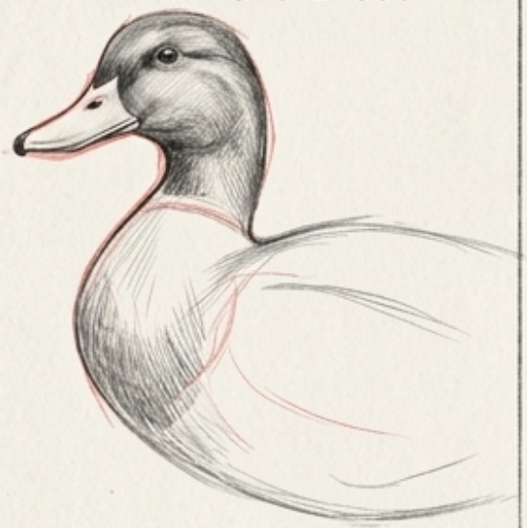
STEP 1: Block Foundation & Shapes.

STEP 2: Defining Contour Outline.

STEP 3: Muzzle & Neck Detail Placed.

STEP 4: Initial Feature Structure.

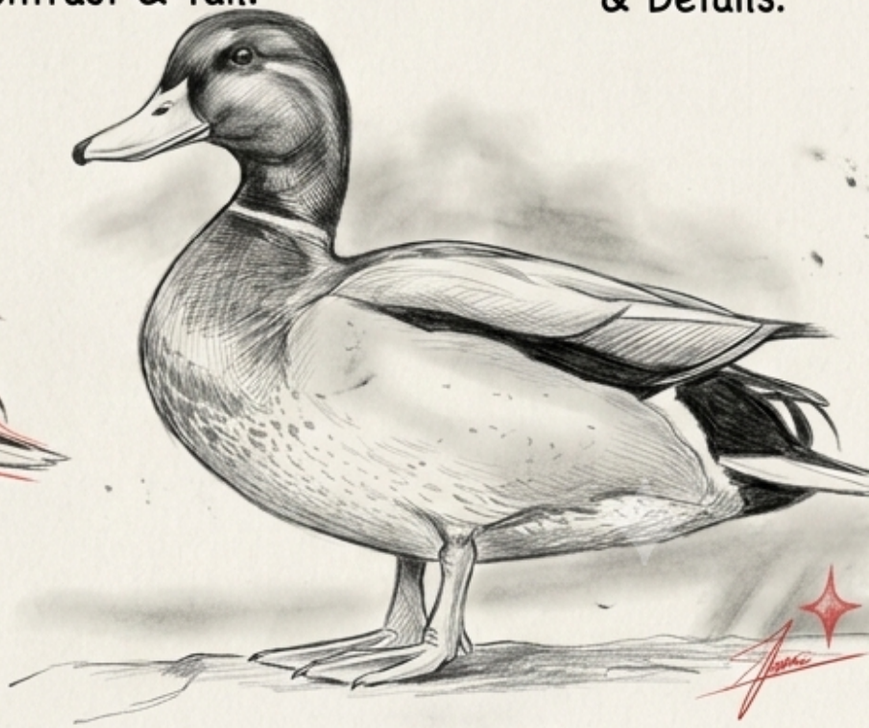
5 STEP 5: Shading Head and Breast.



6 STEP 6: Texturing the Body & Wings.

7 STEP 7: Developing Contrast & Tail.

8 STEP 8: Final Finish & Details.



STEP 5: Shading Head and Breast.

STEP 6: Texturing the Body & Wings.

## STEP 1: Basic Structure

1

Focus on large shapes.

## STEP 2: Defining Outline

2

Add main contour.

## STEP 3: Initial Tail Block-in

3

Mark major eye-spots.

## STEP 4: Crest and Initial Body

4

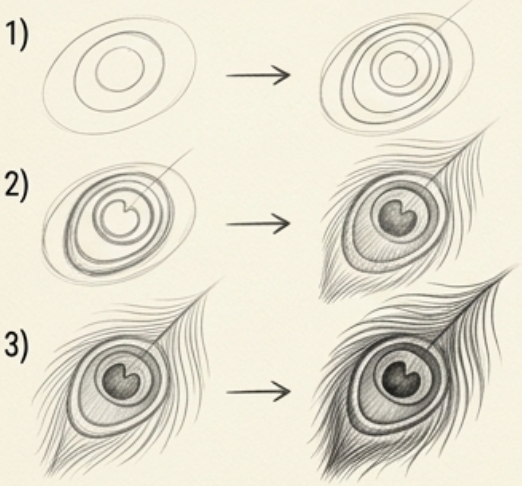
Refine head details and add body form.

## STEP 5: Rendering Tail Feathers

5

Start rendering feather detail.

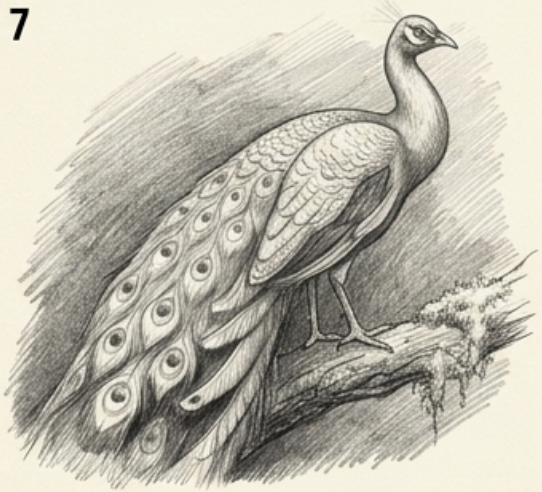
## STEP 6: Detailing Eye-spots




Build eye-spot complexity.

## STEP 7: Branch and Contrast

7



Deepen shadows and add background elements.

## STEP 8: Final Polish

8

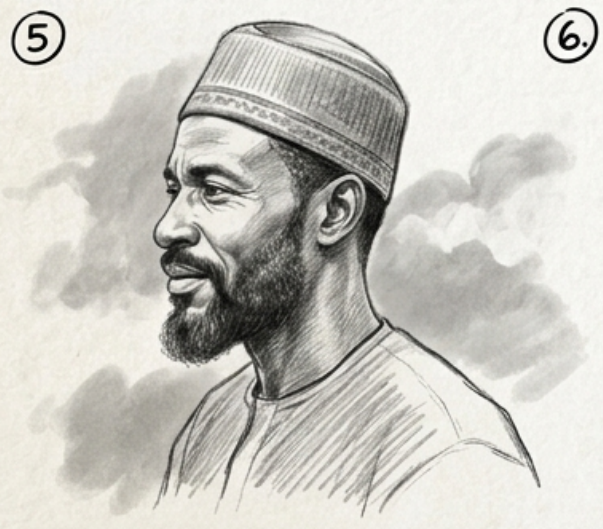
Apply final details and adjust contrast.

STEP 1: BLOCKING THE HEAD.

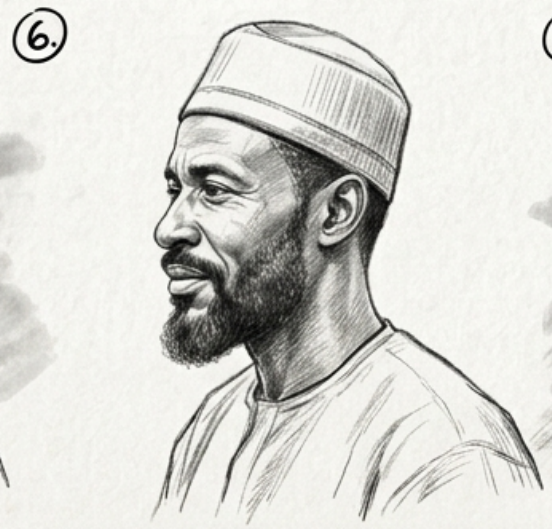
STEP 2: ADDING CAP AND NECK.

STEP 3: MASKING FACIAL REGIONS.

STEP 4: INITIAL FEATURE PLACEMENT.



STEP 5: ESTABLISHING MARKINGS.



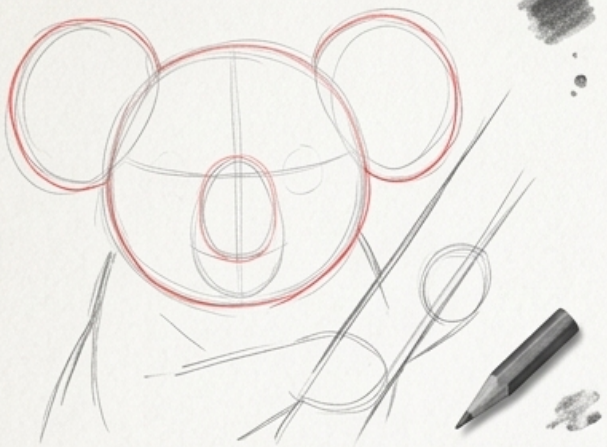
STEP 6: REFINING FACIAL VOLUME.

STEP 7: INTENSIFYING VALUES & TEXTURE.

STEP 8: FINAL POLISH & BACKGROUND.

# STEP BY STEP KOALA SKETCH

1 STEP 1: Basic Structure.



② STEP 2: Initial Forms.

STEP 2: Initial Forms.

③ STEP 3: Face Details.

STEP 3: Face Details.

④ STEP 4: Fur Texture Base.

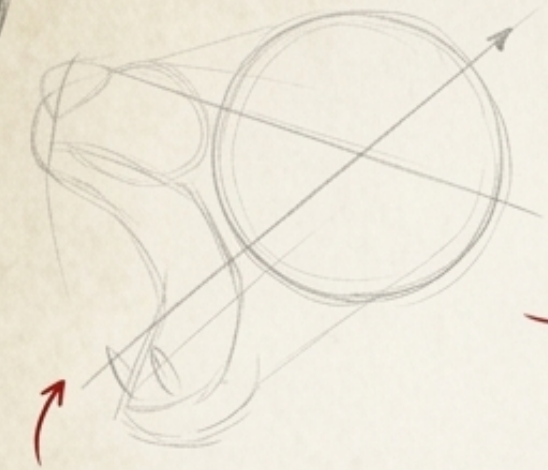
STEP 4: Fur Texture Base.

⑤ STEP 5: Shading & Eyes.

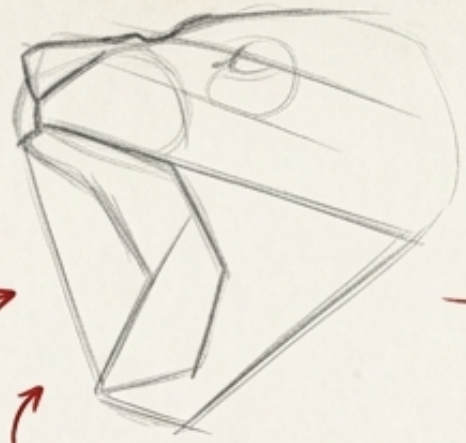
STEP 5: Shading & Eyes.

⑥ STEP 6: Color Pop (FINAL).

STEP 6: Color Pop (FINAL).



STEP 1: Basic Structure & Axis.

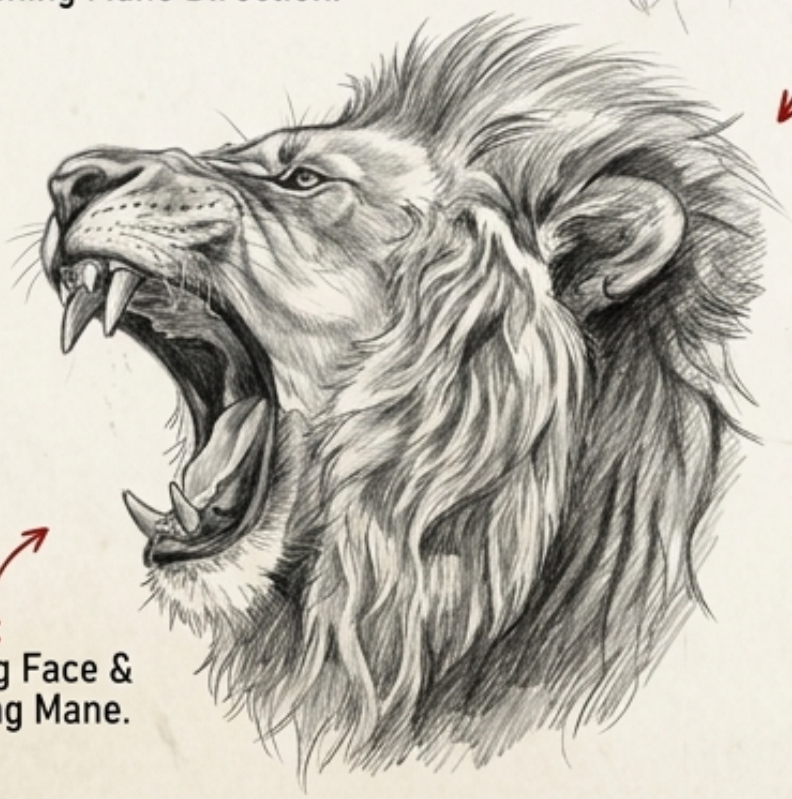


STEP 2: Blocking Mouth & Muzzle.

STEP 3: Defining Face & Teeth Outline.

STEP 5: Establishing Mane Direction.

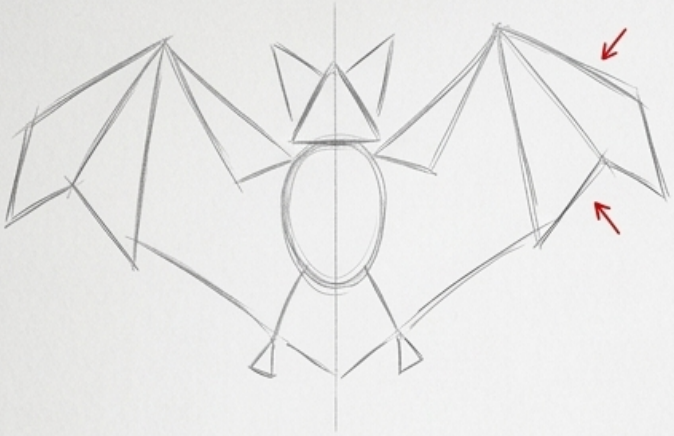
STEP 6:
Initial Shading
& Tonal Base.



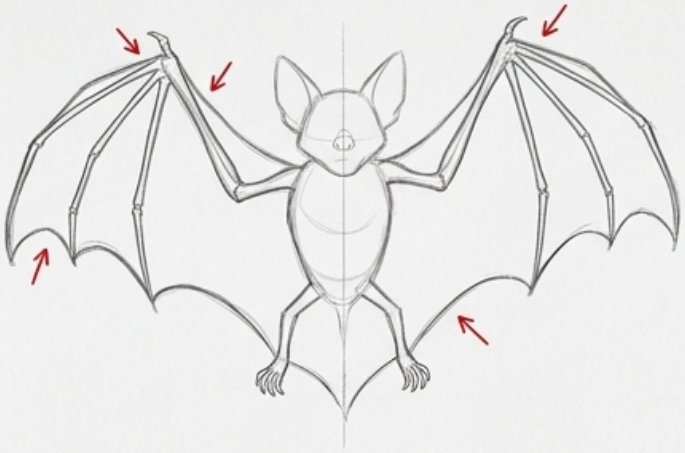
STEP 7:
Shading Face &
Detailing Mane.

STEP 8:
Final Finish
& Polish.

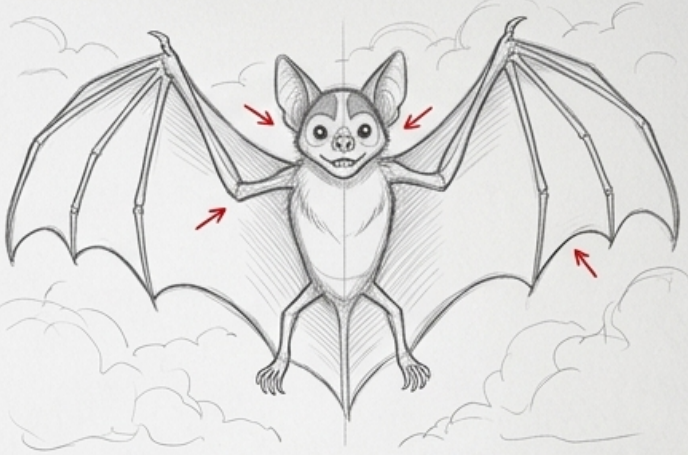
STEP 1: BLOCKING THE FORM.



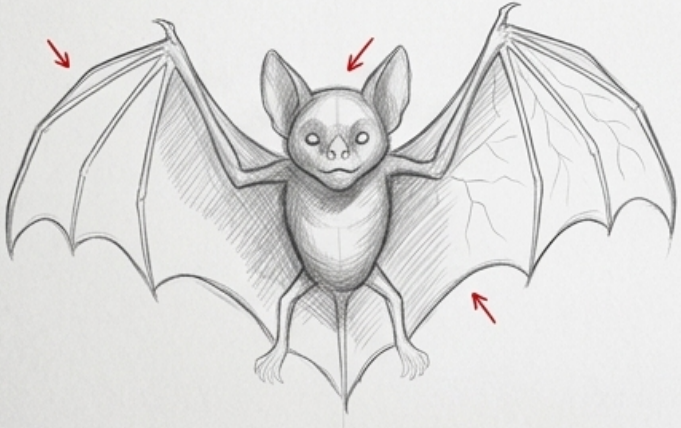
STEP 2: DEFINING BONES & BODY.



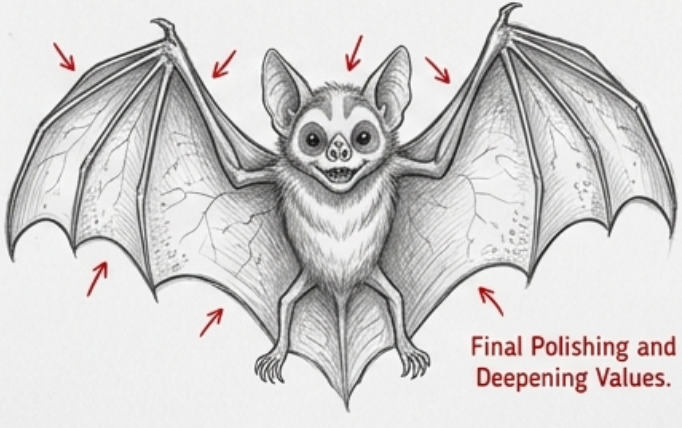
STEP 3: MASKING & INITIAL FEATURES.



STEP 4: SHADING BASE & VEINWORK.



STEP 5: REFINING TEXTURES & DETAIL.

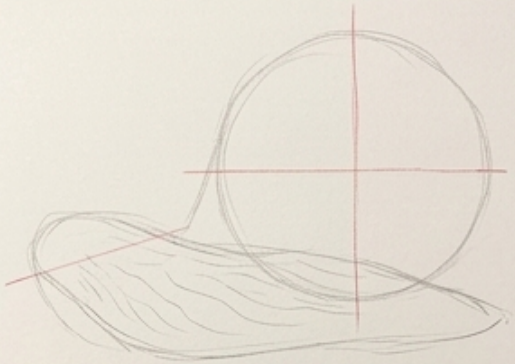


Final Polishing and Deepening Values.

STEP 6: FINAL POLISH & RENDERING.

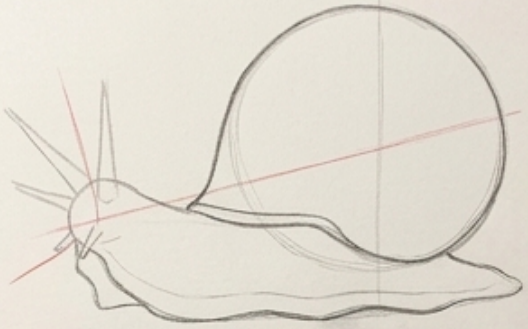
FINAL RESULT
(IMAGE_46.PNG)

Step 1: Foundational Shapes.



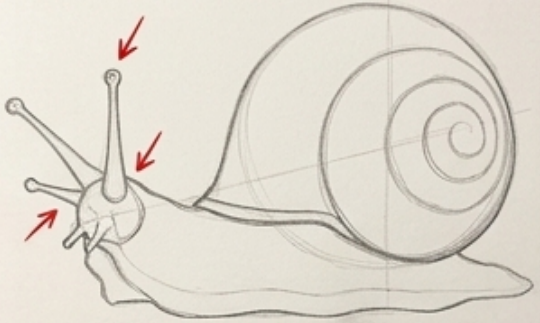
1

Step 2: Defining Body & Shell Axis.



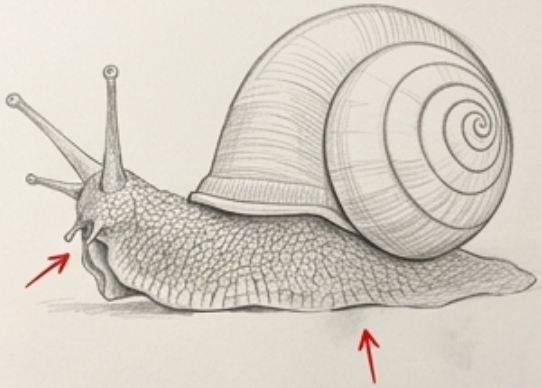
2

Step 3: Head and Tentacle Structure.



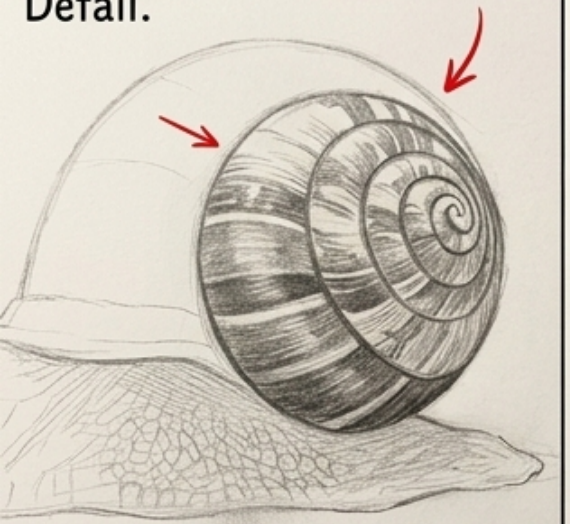
3

Step 4: Initial Textures (Body).



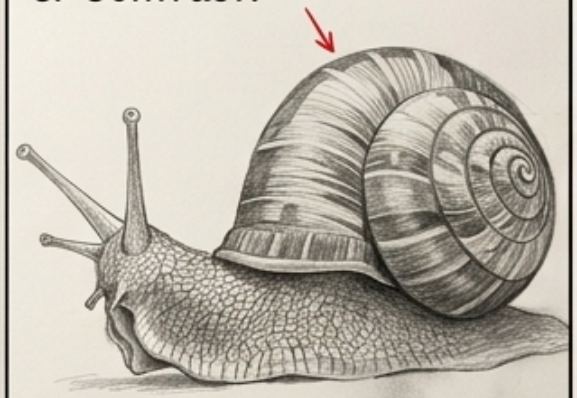
4

Step 5: Shell Shading & Detail.



5

Step 6: Refined Shading & Contrast.



6

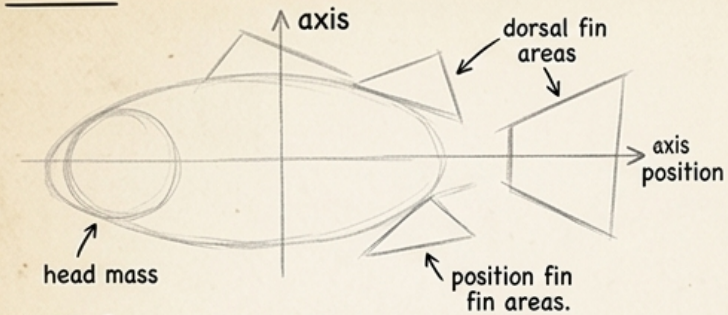
Step 7: Deepening Body Texture.

Step 8: Final Polish & Background.

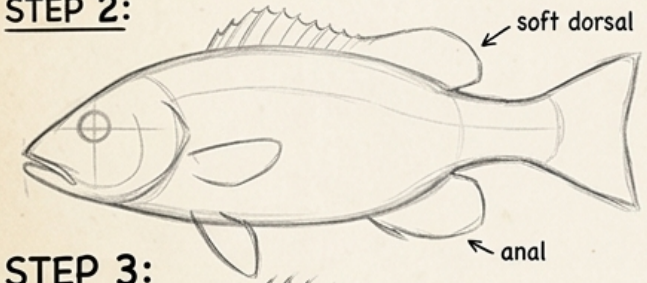
Final Result ☆
(Image_43.png replica)

8

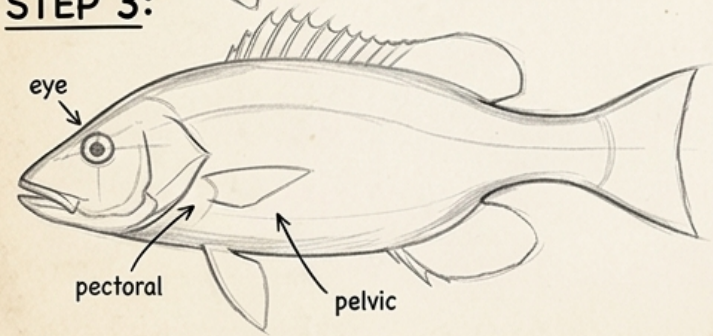
## STEP 1: BLOCKING MAIN SHAPES.



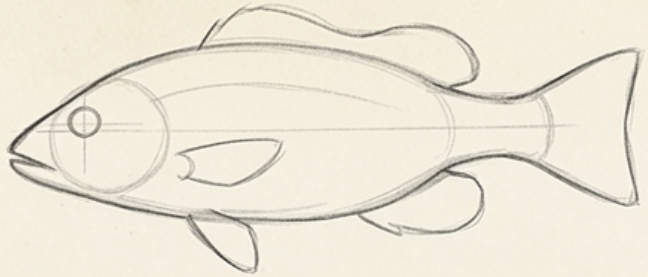

## STEP 2:



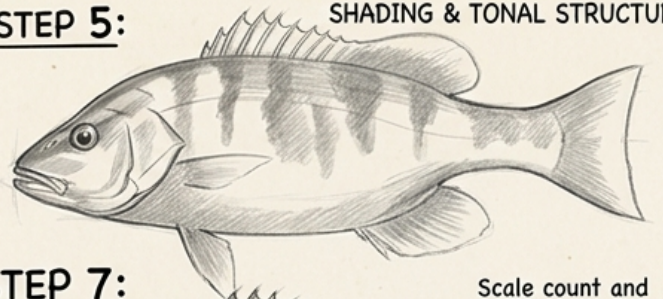

## STEP 3:



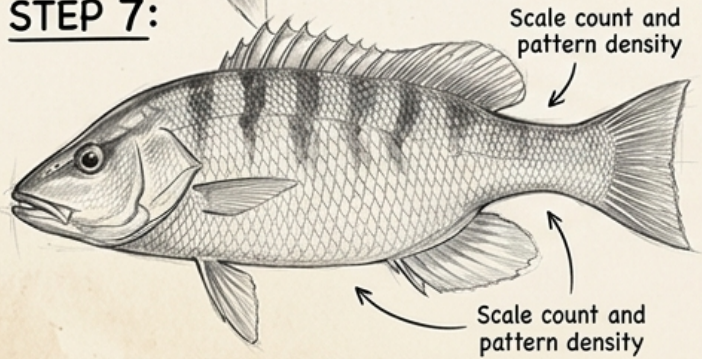

## STEP 2: ADDING FIN MASS.



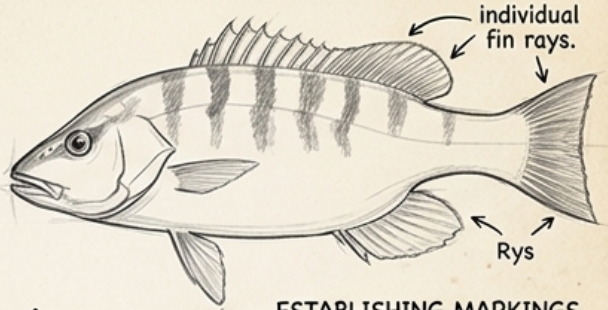
## STEP 5: SHADING & TONAL STRUCTURE.



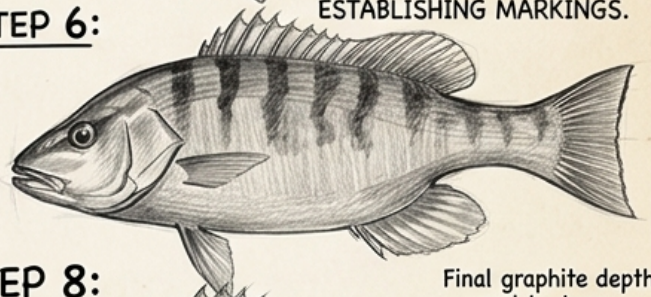
## STEP 7:



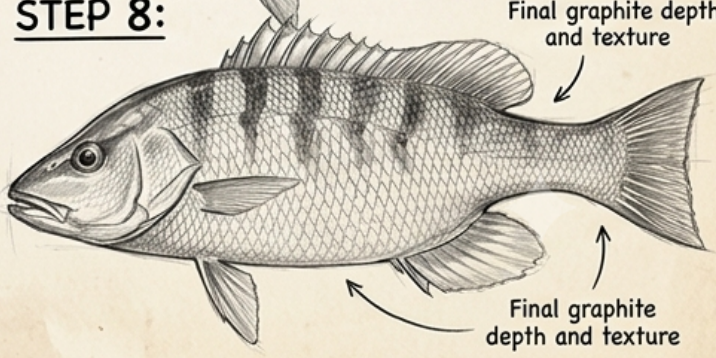

## STEP 4: DETAILED FIN STRUCTURE.




## STEP 6: ESTABLISHING MARKINGS.

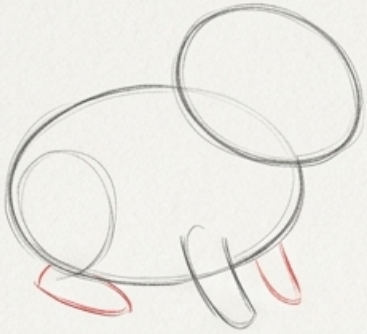


## STEP 8:



## Foundation

STEP 1



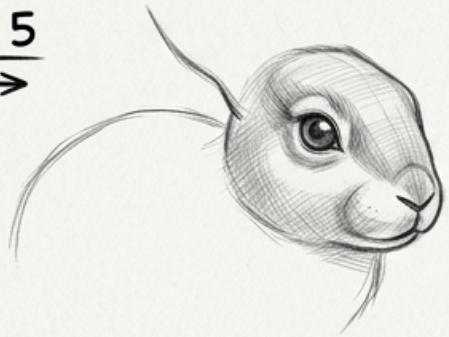
STEP 2

STEP 3

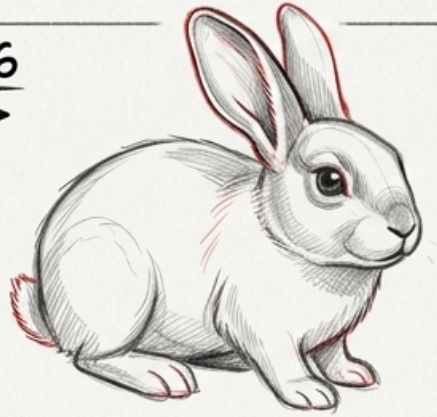
## Features and Shading Start

STEP 4

STEP 5



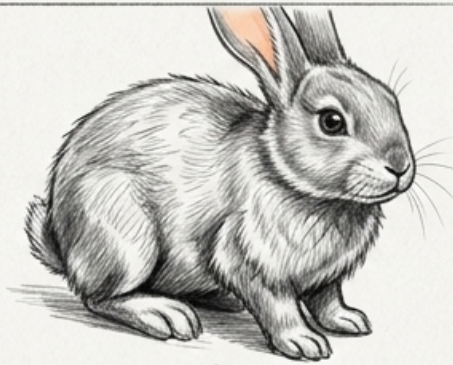
STEP 6



## Textures and Final Details

STEP 7

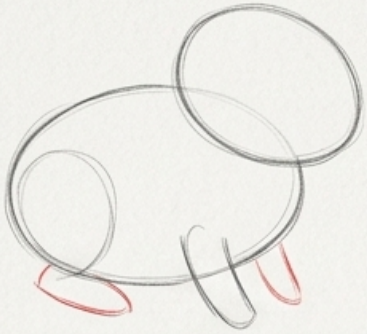
STEP 8



STEP 9

## Foundation

STEP 1



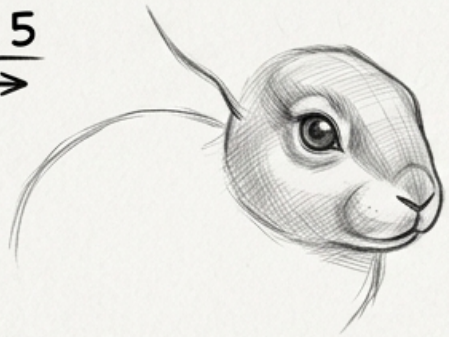
STEP 2

STEP 3

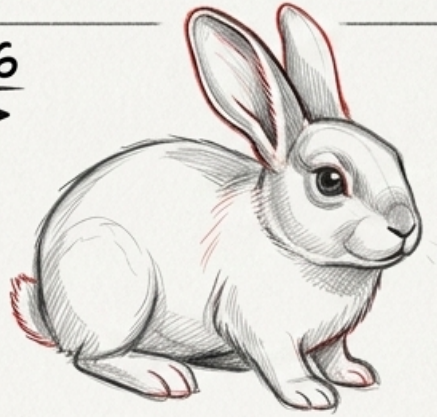
## Features and Shading Start

STEP 4

STEP 5



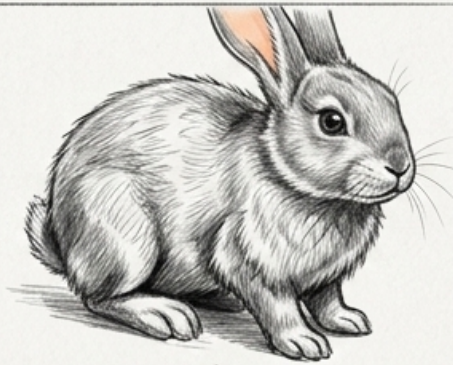
STEP 6



## Textures and Final Details

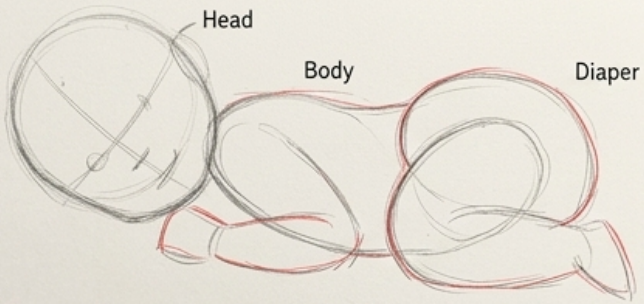
STEP 7

STEP 8



STEP 9

# Step by Step Sleeping Baby Sketch




Step 1: Blocking main forms.

Step 2: Adding features & limb structure.

Step 3: Defining outlines & diaper texture.

Step 4: Shading major values.

Step 4: Shading major values.

Step 5: Refining details & expression.

Step 5: Refining details & expression.

Step 6: Final polish & background tone.

Step 6: Final polish & background tone.

1 STEP 1: BLOCKING THE HEAD AND NECK.

STEP 1: BLOCKING THE HEAD AND NECK.

2 STEP 2: ADDING CAP STRUCTURE AND FACE PROFILE.

STEP 2: ADDING CAP STRUCTURE AND FACE PROFILE.

3 STEP 3: PLACING THE FEATURES.

STEP 3: PLACING THE FEATURES.

4 STEP 4: ESTABLISHING FORM AND MASS.

STEP 4: ESTABLISHING FORM AND MASS.

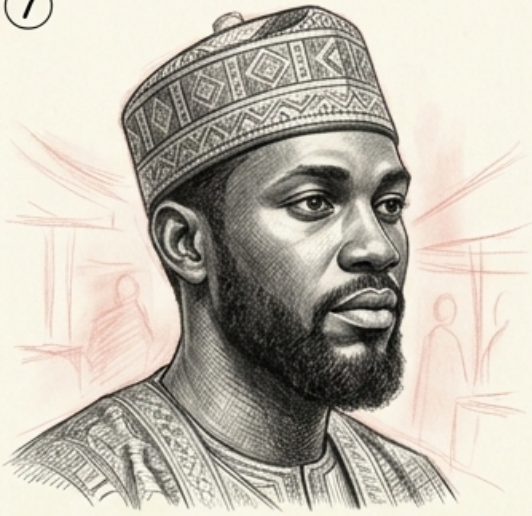
5

STEP 5: INITIAL SHADING AND CAP TEXTURE.

6

STEP 6: REFINING DETAILS AND CLOTHING BASE.

7

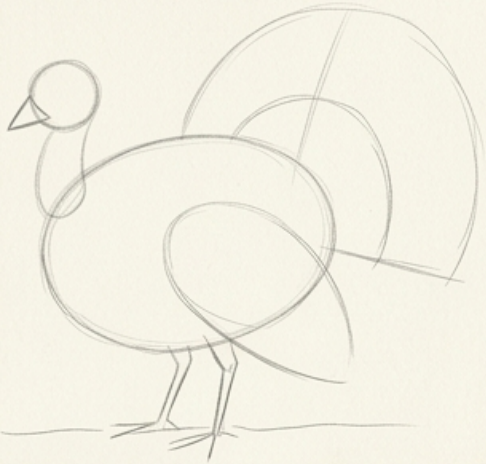


STEP 7: BUILDING TEXTURES AND FINAL SHADING.

8

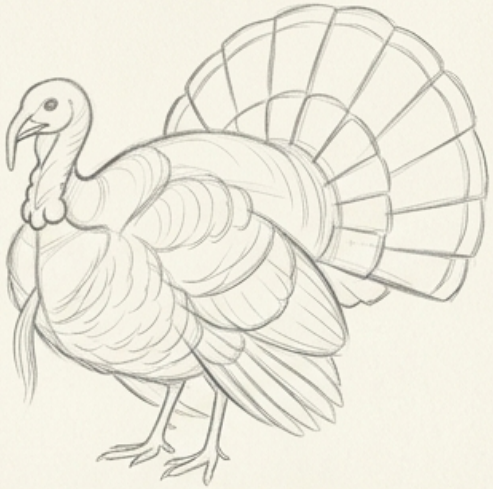
STEP 8: FINAL POLISH AND SOFT BACKGROUND.

1.



**STEP 1: BLOCKING IN.**
1. Establish main body, head, and tail forms with simple shapes.

2.



**STEP 2: ADDING MASS AND FORM.**
2. Define the neck structure and block in major feather groups.

3.

**STEP 3: INITIAL FEATHER DETAIL.**
3. Sketch detailed outlines for individual tail and body feathers.

4.

**STEP 4: SHADING AND VALUES.**
4. Start building depth with tonal values and basic shading.

5.

**STEP 5: REFINING TEXTURES.**
5. Apply detailed rendering to head wattles and feather patterns.

6.

**STEP 6: FINAL POLISH.**
6. Add final highlights, deepest values, and ground details.

# How to Draw Ibex -Step Tutorial

**STEP 1: Basic Structure.**
1. Establish head and neck masses with simple ovals and arcs.

**STEP 2: Initial Features.**
2. Block in features: eye placement, muzzle shape, and horn parallels.

**STEP 3: Muzzle and Horn Outline.**
3. Sketch detailed outlines of muzzle, ear, and segmented horns.

**STEP 4: Initial Hairs.**
4. Start defining hair direction with light, loose strokes.

**STEP 5: Developing Texture.**
5. Apply initial cross-hatching for texture on horns and features.

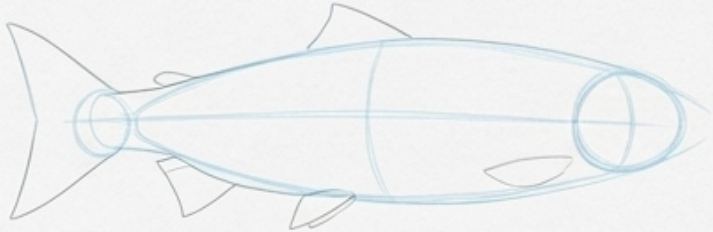
**STEP 5: Developing Texture.**
5. Apply initial cross-hatching for texture on horns and features.

**STEP 6: Shading features and Horns.**
6. Add depth with focused cross-hatching on horns and features.

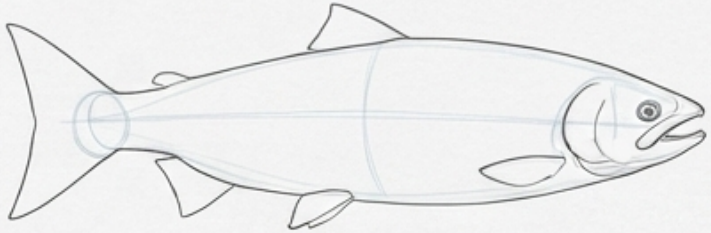
**STEP 7: Building the Mane and Beard.**
7. Densely layer textured strokes to build a full, wild mane.

**STEP 8: Final Result.**
8. Complete the drawing, matching the finalized detailed ibex.

1 Initial Geometry



2 Contour Definition



3 Initial Shading & Form

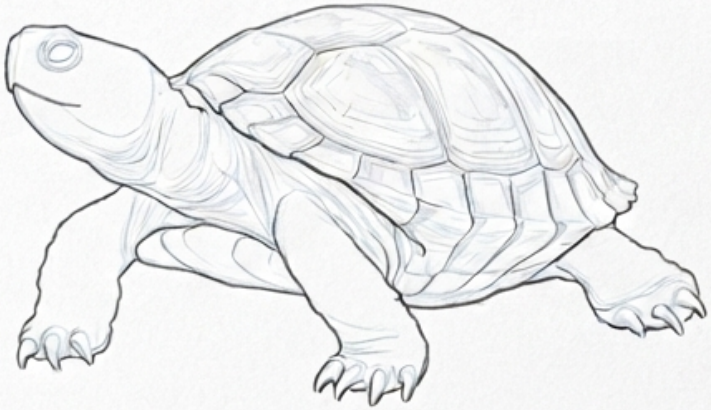
4 Building Scale Texture

5 Detailing Features & Shading

6 Final Polish

## 1 Initial Geometry

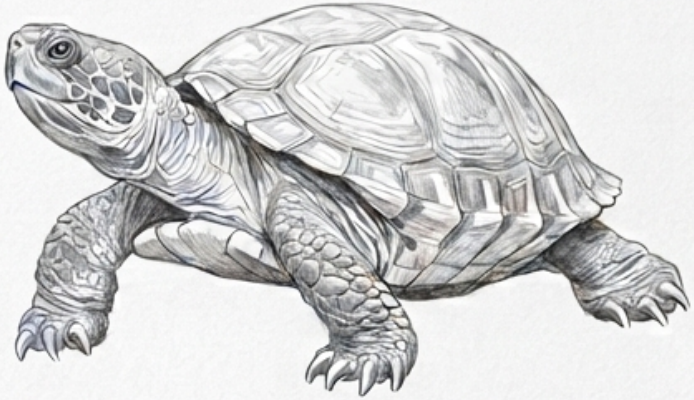
## 2 Contour Definition



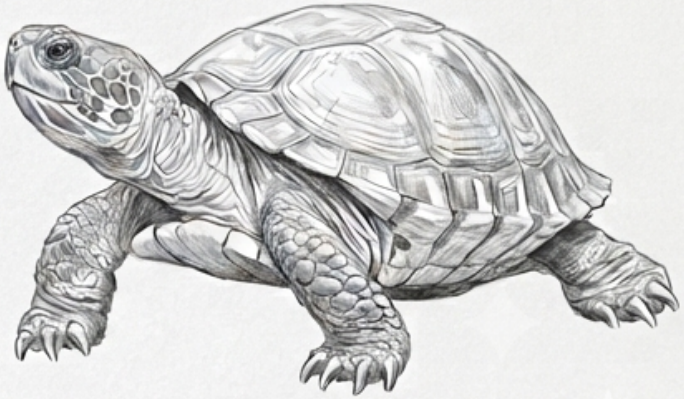
## 3 Initial Shading & Form

## 4 Detailing Head & Limbs

## 5 Carapace Texture & Depth

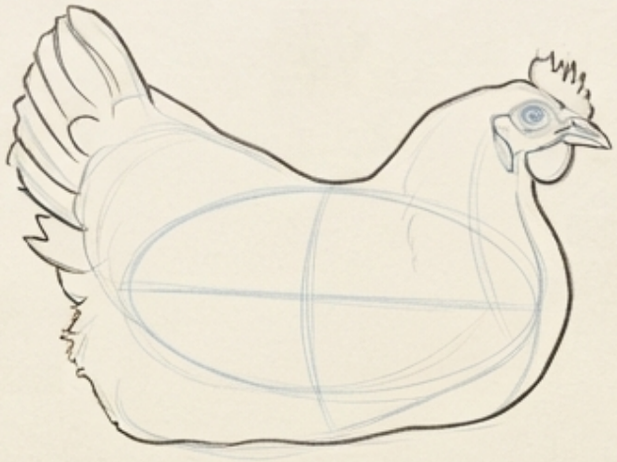


## 6 Final Polish



1 Basic Geometric Forms

2 Contour Definition



3 Initial Shading & Feather Blocking

4 Feather Detailing

Feather Detailing

5 Refined Texture & Contrast

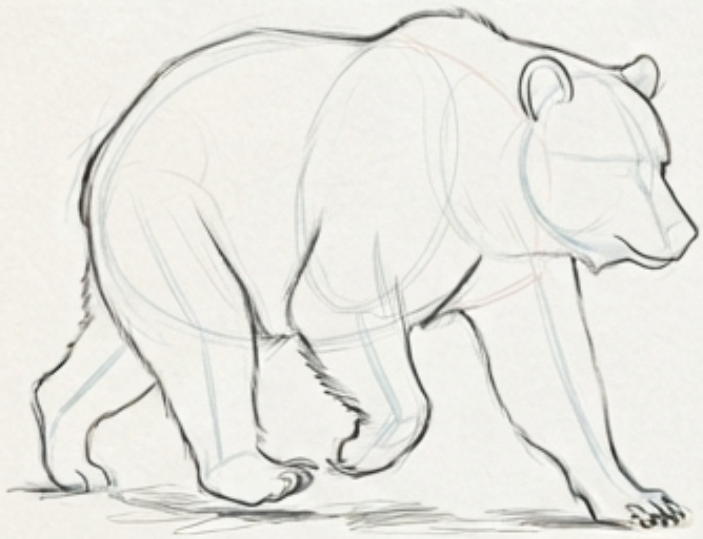
Refined Texture & Contrast

6 Final Polish & Contrast Enhancement

Final Polish & Contrast Enhancement

1 Basic Geometry

2 Defining Contours



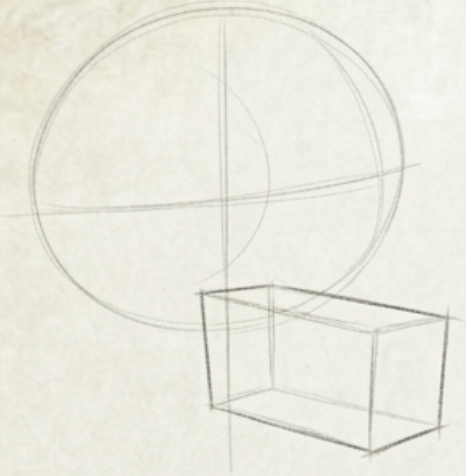
3 Initial Shading & Form

4 Building Fur Texture

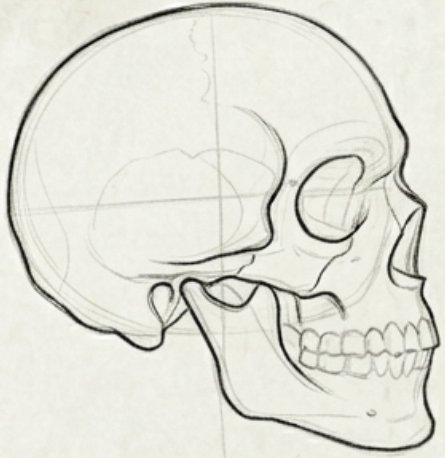
5 Refining Features

6 Final Polish

1 Initial Geometry



2 Contour Definition



3 Cross-Contour Hatching

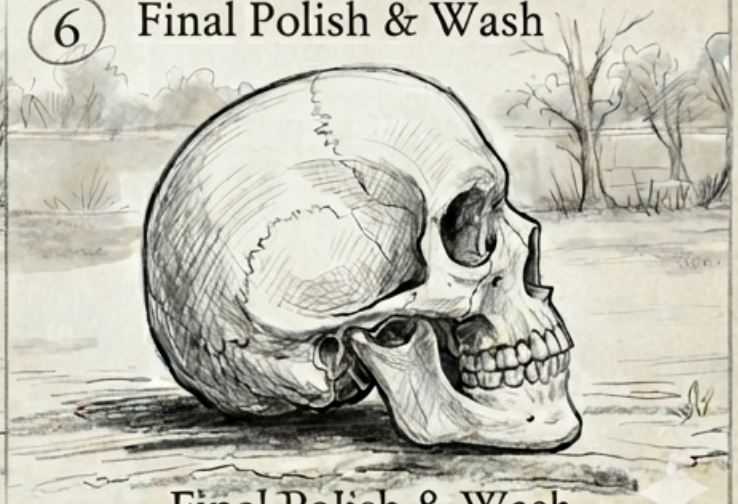
4 Deepening Shadow

Deepening Shadow

5 Detailing Textures

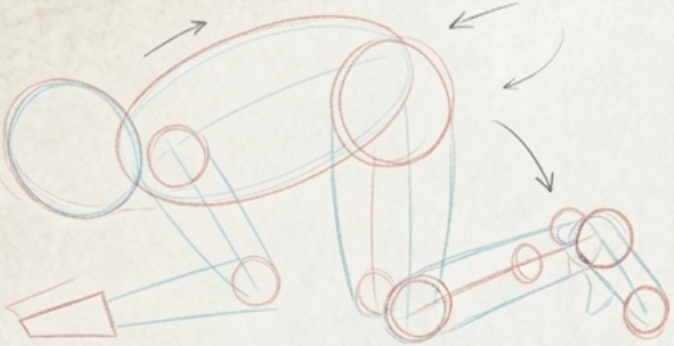
Detailing Textures

6 Final Polish & Wash



Final Polish & Wash

1. Initial Geometry



2. Defining Contours

3. Initial Shading & Form

4 Detailing Features

Detailing Features

5 Clothing Texture

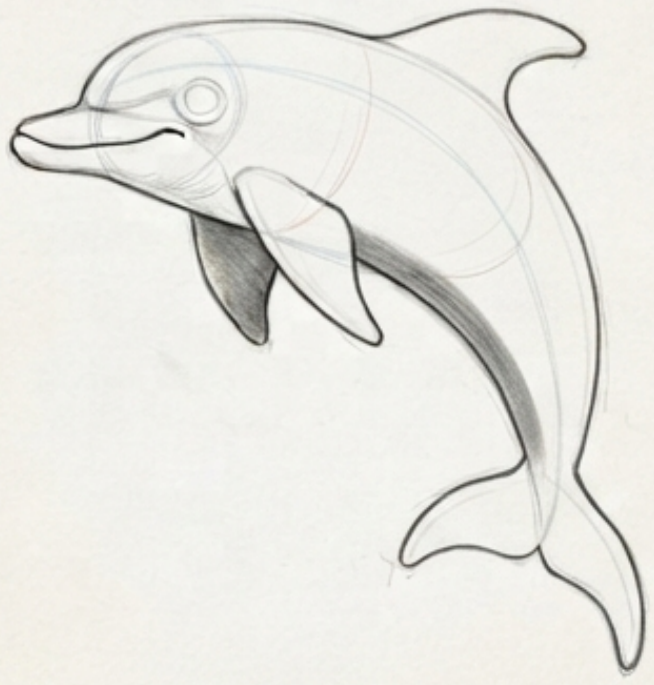
Clothing Texture

6 Final Polish

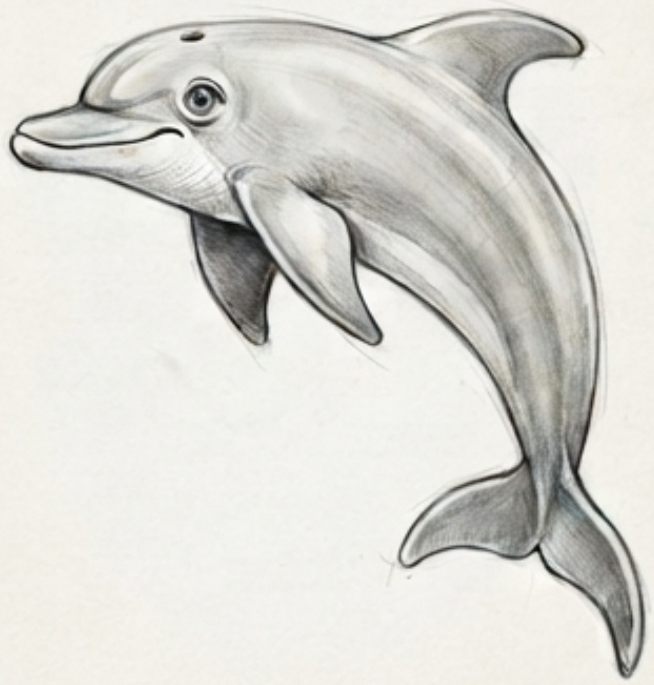
Final Polish

1 Initial Geometry

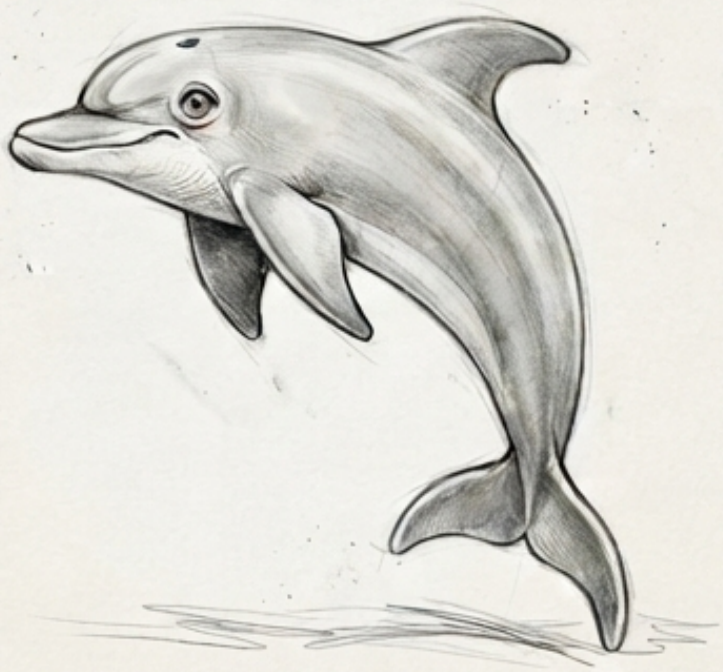
2 Contour Definition



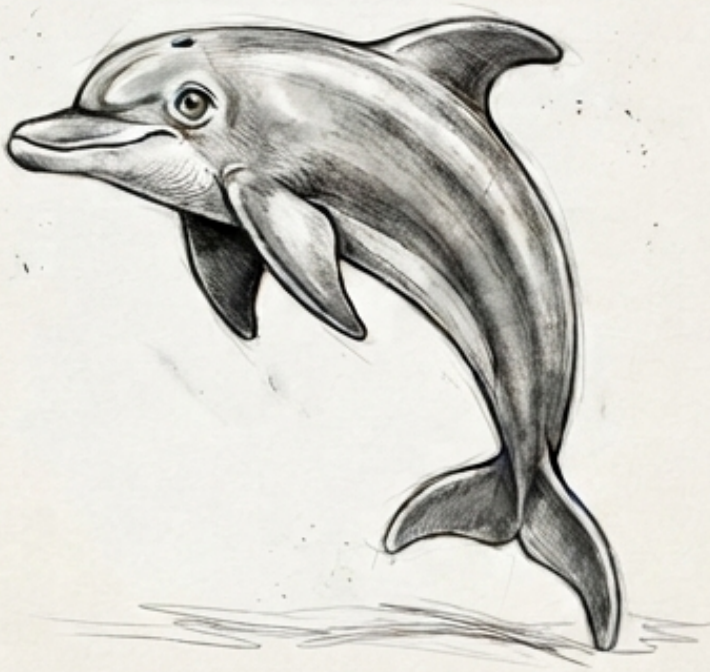
3 Blocking Shading



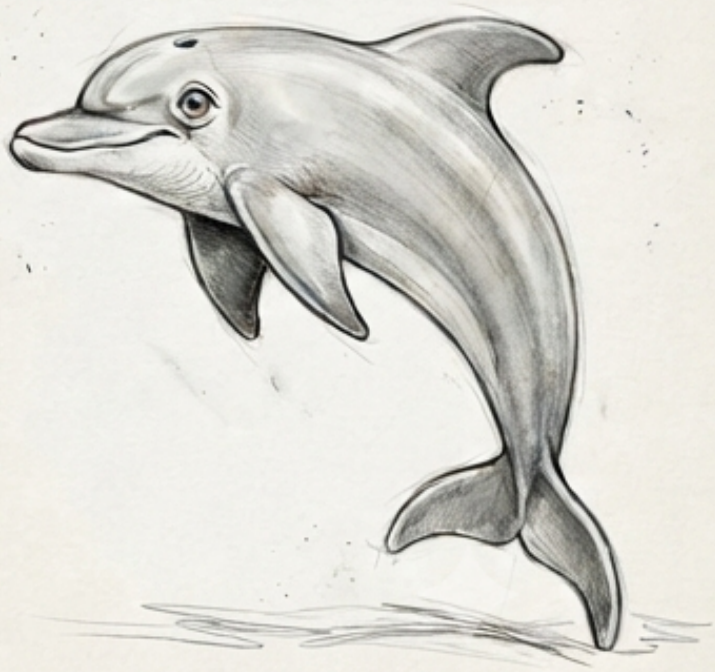
4 Detailing Features & Shading



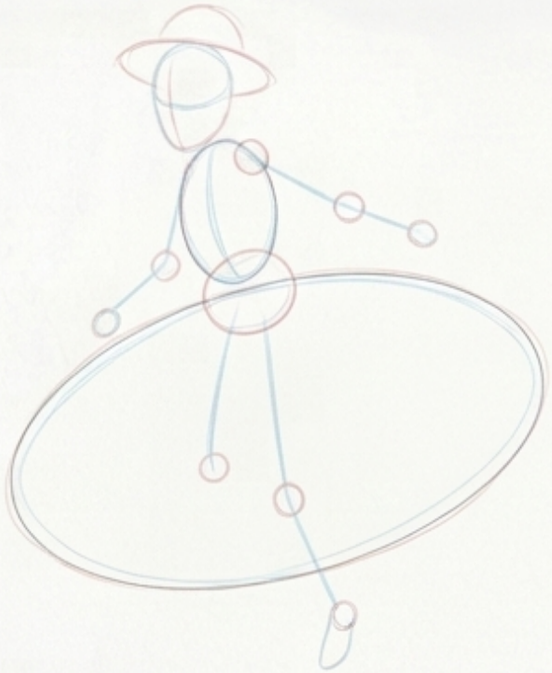
5 Refining Contrast & Texture



6 Final Polish



1 Initial Geometry



2 Contour Definition

3 Initial Shading & Form

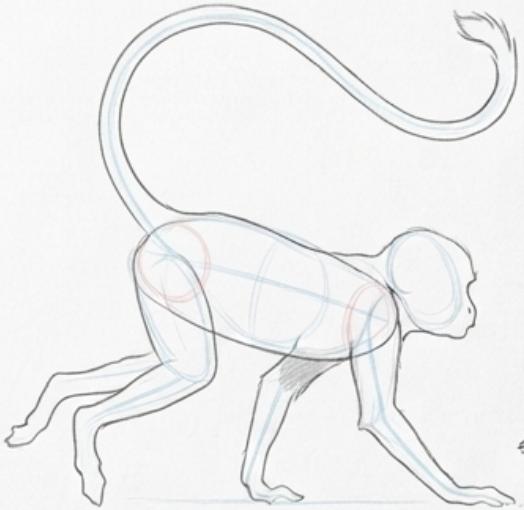
4 Detailing Features & Hat

5 Building Skirt Volume

6 Final Polish

1. Initial Geometry

2. Contour Definition



3. Initial Shading & Form

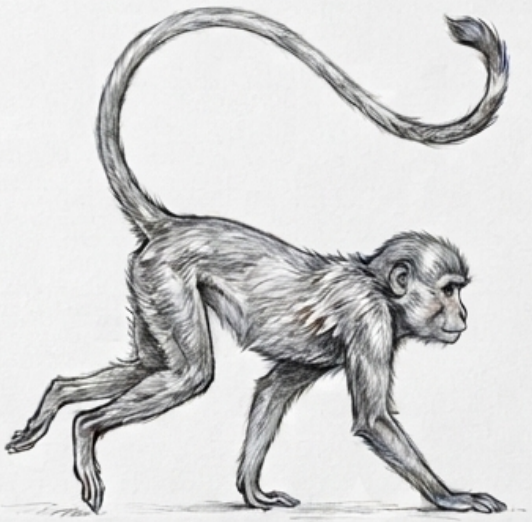
4.

Building Fur Texture

5.

Detailing Features & Paws

6.



Final Polish

1 Basic Geometry



2 Contour Definition

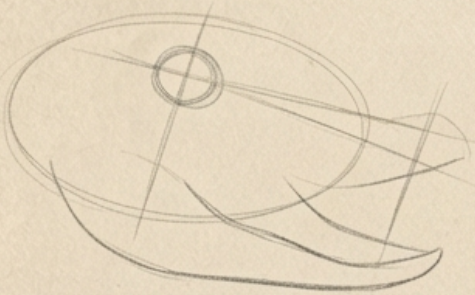
3 Initial Shading & Form

4 Building Fur Texture

5 Detailing Features & Contrast

6 Final Polish

1 Basic Forms



2 Defining Contours

3 Initial Shading & Eye

3 Initial Shading & Eye

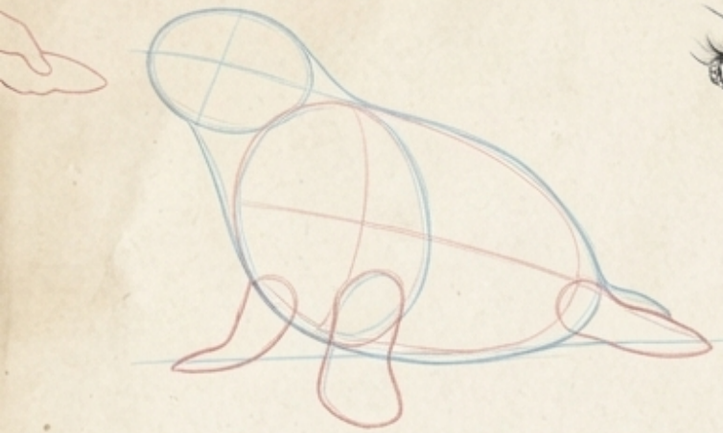
4 Building Scale Texture

5 Detailing Teeth & Depth

6 Final Polish & Signature

J. Miller

1 Initial Geometry & Gesture



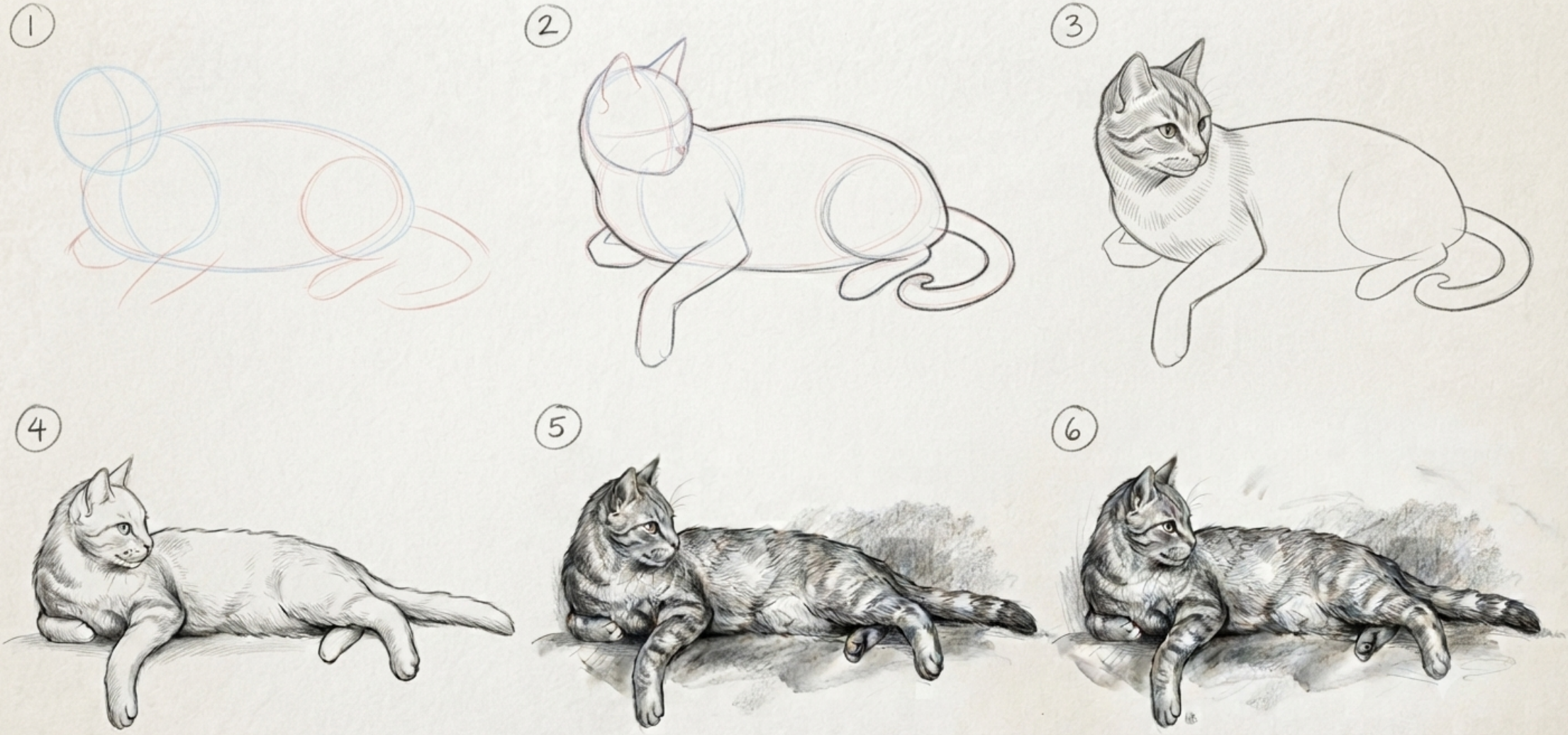
2 Defining Contours

3 Initial Shading & Form

4 Detailing Features

5 Building Spot Texture

6 Final Polish


1
2
3
4
5
6

1 Basic Geometric Forms

2 Contour Definition

3 Blocking & Shading Mass

4 Detailing Features

Detailing Features

5 Refining Feather Texture

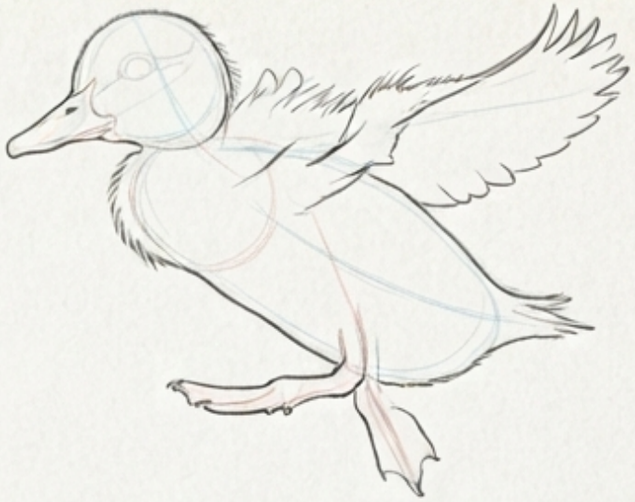
Refining Feather Texture

6 Final Polish & Contrast

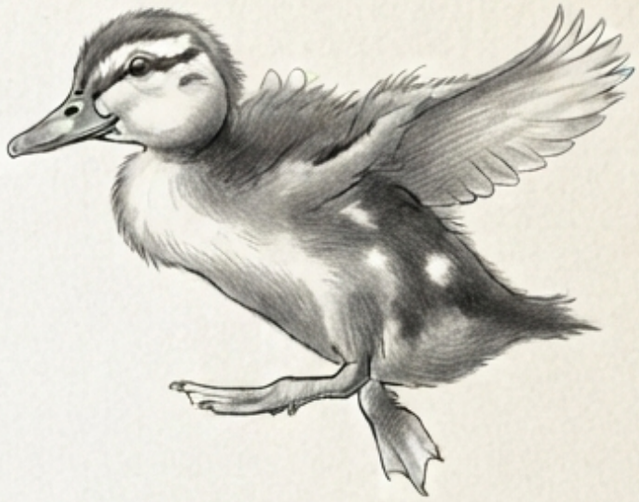
Final Polish & Contrast

1 Initial Geometry

2 Defining Contours

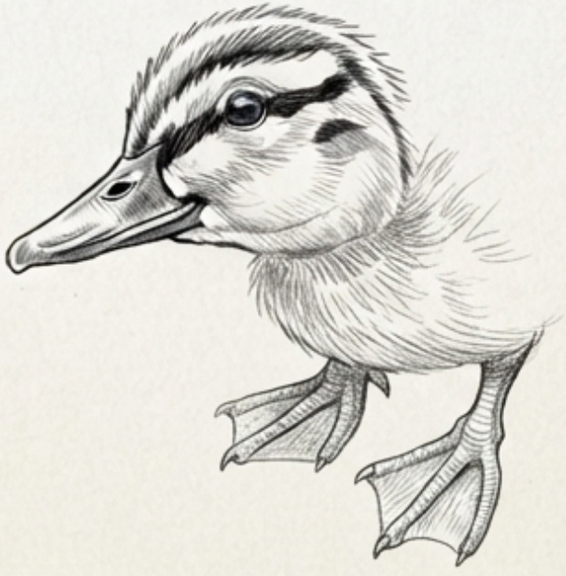


3 Blocking Shading

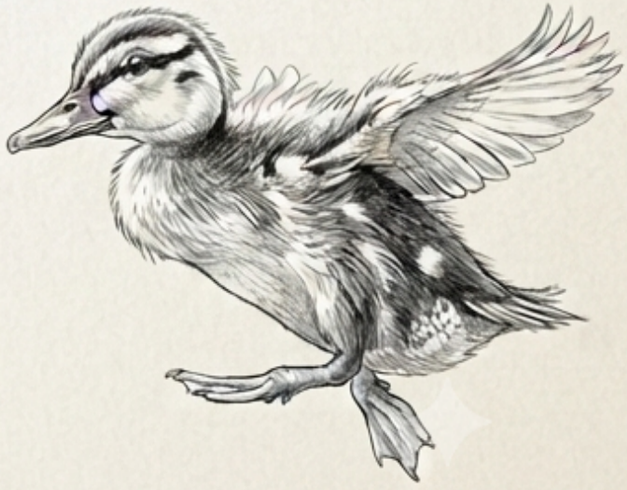


4 Detailing Feathers

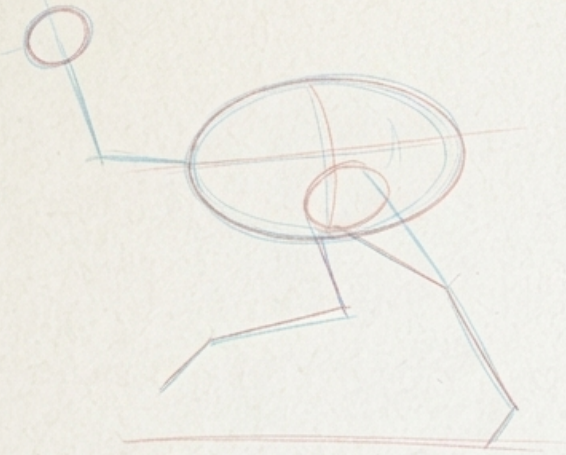
5 Refining Features



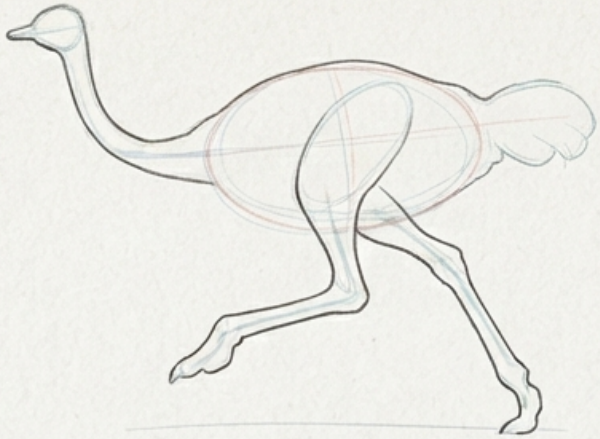
6 Final Polish



1 Initial Geometry



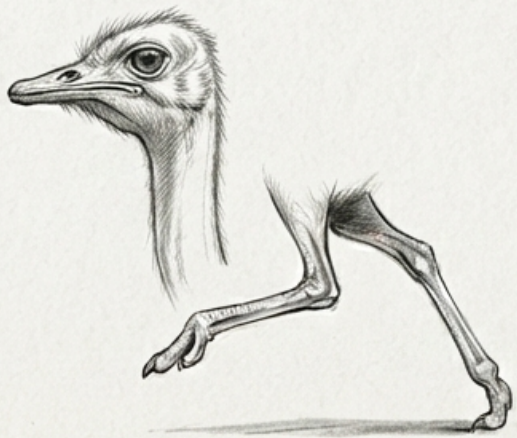
2 Contour Definition



3 Initial Shading & Form

4 Detailing Feathers

5 Refining Features



6 Final Polish

1 Basic Forms

2 Defining Contours

3 Initial Shading & Eye

Initial Shading & Eye

4 Texturing the Fur

Texturing the Fur.

5

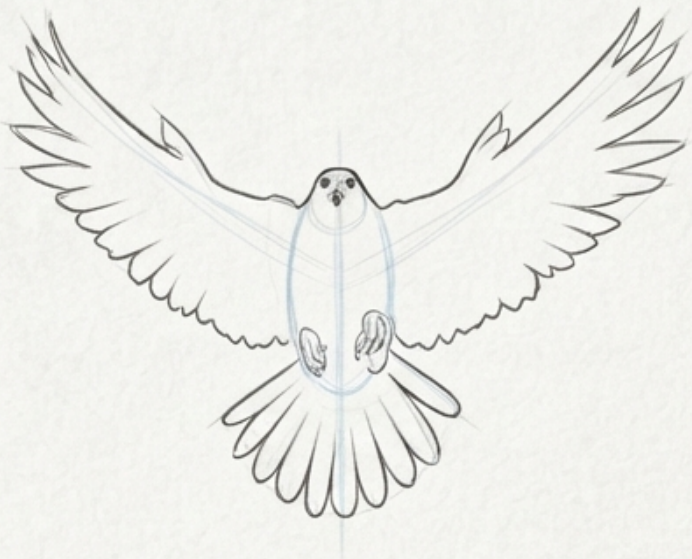
Detailing Features

6

Final Polish.

1 Basic Geometry

2 Contour Definition



3 Initial Feather Blocking

4 Detailing Head & Feet

5 Texturing Feathers

6 Final Polish & Background